

MAGAZINE

## FEATURING

# RESIDENT EVIL ZERO

**EXCLUSIVE  
6 PAGE  
REVIEW**

**EXCLUSIVE  
6 PAGE  
REVIEW**

## MASSIVE IN-DEPTH

# PRODUCT NO. 03

Capcom's one-company assault on the GameCube gathers pace

**IN-DEPTH!**

## FANTASY AND REALITY

# NINTENDO FANTASIES

As *Crystal Chronicles* approaches, we look back at the history of Final Fantasy **FEATURE!**

## FEATURE!

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**TIPS**



# SOUL CALIBUR

**UP FRONT** Link to star, exclusively on GC



# SUPER 2 MONKEY BALL

**REVIEWED** They're cheeky, freaky and ready to roll



# LORD OF THE RINGS

**REVIEWED** EA's Twin Towers of power?



# SKIES OF ARCADIA

**REVIEWED** Fly high with SEGA's airborne RPG

# VEXX

**PAYBACK!** Vengeance comes with big claws



# RAYMAN 3

## HOODLUM HAVOC

**PRUNED!** Go on, have a go — there's no arm in it



**\$8.50 INCL GST**  
\$9.50 New Zealand

"excite, enthuse and inform"

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04



PARAGON  
PUBLISHING



# CUBE

ISSUE SIX

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# RESIDENT EVIL ZERO

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★ ★ ★ ★ ★

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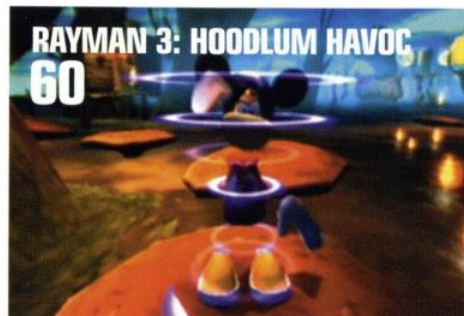
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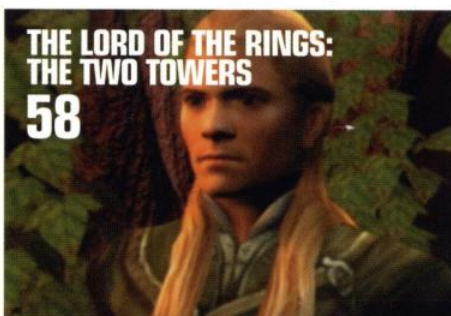
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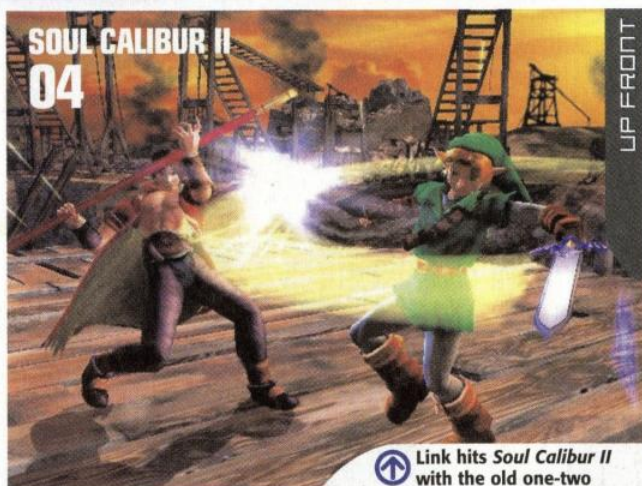
⌚ Classically mindless arcade action based on the epic movie interpretation of Tolkien's timeless tale

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UP FRONT

Link hits *Soul Calibur II* with the old one-two

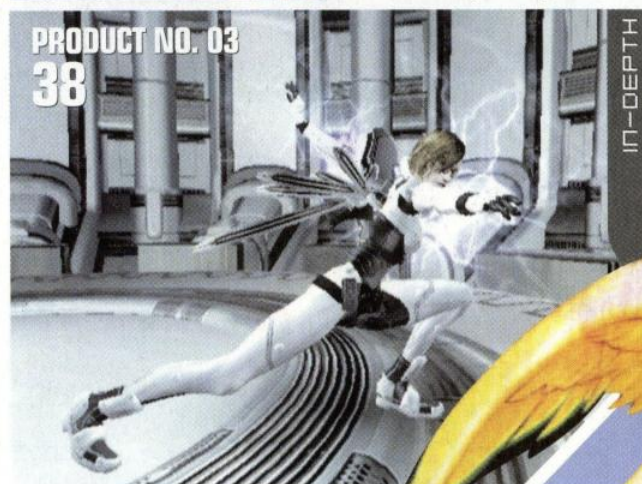


yeah-yeah-woo!  
Magical spell is Ei-Ei-Poo!

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You'll believe that monkeys can fly too!



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Nintendo introduces the new look GameBoy Advance SP, full story on page 11

## FEATURE SQUARE EYED

A look back at the history of Squaresoft and the *Final Fantasy* series as *Crystal Chronicles* approaches .....16







⬇ Not quite as cute as his *Wind Waker* alter-ego, is he?

CUBE

⌚ INFORMATION

SOUL CALIBUR II

PUBLISHER: NINTENDO EUROPE

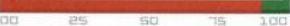
DEVELOPER: NAMCO

ORIGIN: JAPAN

GENRE: BEAT-'EM-UP

PLAYERS: 1-2

PERCENTAGE COMPLETE



⌚ AT-A-GLANCE

- PLAY AS LINK!
- IMPROVED FOR THE GC
- SUPERB VISUALS
- DOZENS OF SPECIAL MOVES
- MORE THAN 18 CHARACTERS

TOTAL CUBE POINTS: 100 MOVIES: ☒ PICTURES: ☒

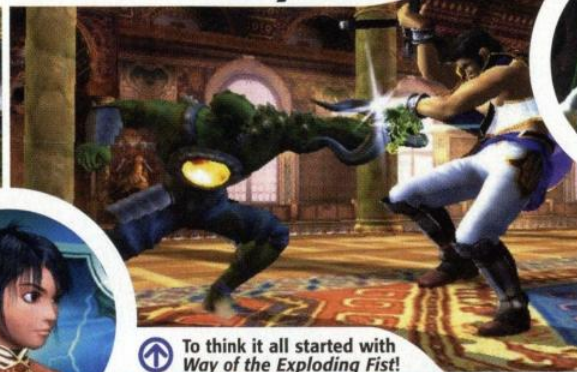
Q4 '03
 27 MAR '03
 AUG '03





"THE GC VERSION COMES OUT ON TOP WITH LINK AS AN EXCLUSIVE CHARACTER"

## Link hits the Cube twice in one year!



⌚ Adult Link as he appeared in the Spaceworld '00 tech demo. Now he looks even better

⌚ Gannondorf was also in the tech demo. Could he appear as a secret character in *Soul Calibur II*?

⌚ To think it all started with *Way of the Exploding Fist*!



... AND SO IT begins. Remember the series of announcements that we talked about last issue? Well, this is the first, and it has more significance than you might think. Namco Japan recently held a press conference to unveil the home versions of *Soul Calibur II*. There will be GameCube, Xbox and PS2 versions of the game and each will boast something exclusive to that particular format. As we expected, the GameCube version comes out on top with Link as an exclusive playable character. We reported the possibility of this happening some issues ago and now it's been confirmed. As you can see from the screenshots, Link looks outstanding. Nintendo and Namco have done a fantastic job on the character model and the result is that Link looks like he belongs in the *Soul Calibur* world. Another new character that will be available on all versions of the game is Necrid. Designed by Todd McFarlane of *Spawn* fame, Necrid resembles a huge, green

monster with a large medallion and a magical blade. Meanwhile, the PS2 version will get *Heihachi* and the Xbox version will have *Spawn*, both of which are pretty lame offerings as far as we're concerned.

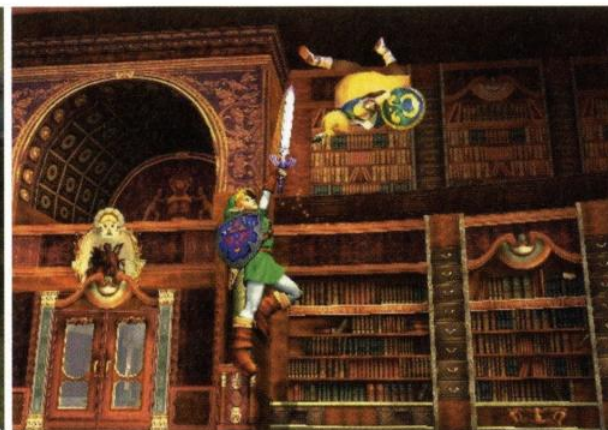
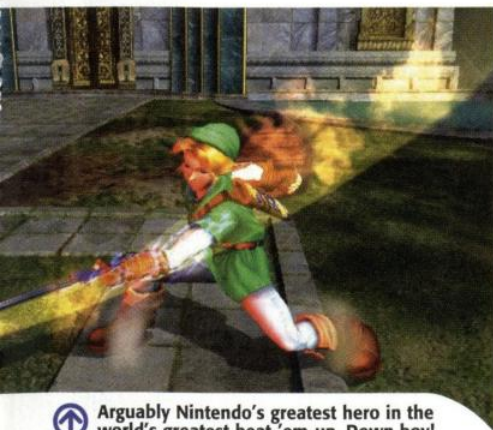
Link has all of his trademark moves, such as the boomerang, grapple hook juggle, bomb, spin and arrow. In fact, anyone familiar with *Super Smash Brothers* will know exactly what to expect. Naturally, there are dozens of new *Soul Calibur*-style combos in there as well. Online sites are going crazy over the prospect of playing as Link, and it's pretty obvious which version of the game multi-format gamers are going to opt for.

Aside from the addition of new characters, Namco's teams have also worked hard to tailor the graphics for each console. While all three versions share the same basic polygon engine, the quality of the textures applied have resulted in a game that looks even better than the arcade. All three versions

look great, but the GameCube one comes up trumps. Free Radical (*TimeSplitters 2*) has already gone on record saying that the GameCube is king when it comes to colours and lighting. Graphically, *Soul Calibur II* is all about gorgeous colour schemes, transparencies and lighting, so naturally the GameCube version is phenomenal. As far as gameplay modes go, the Quest mode has returned. This time, it will be called the Weapon Master and will incorporate RPG elements as well as 200 different weapons to find.

Namco also hinted that there may be even more additions to the home versions. The Link model used in the game is strikingly similar to the one used in the *Zelda* tech demo from Spaceworld 2000. The other character from that demo was Gannondorf — could the prince of darkness turn up in *Soul Calibur II*? It's distinctly possible, but we won't know for sure until the game hits the shelves.

CUBE



⌚ Arguably Nintendo's greatest hero in the world's greatest beat-'em-up. Down boy!

⌚ Graphically, GC *Soul Calibur II* will outshine the original



↓ The wings are a brand new addition to the game



↑ Let's hope that the flying sections are better than those in *Turok Evolution*...



## CUBE

### INFORMATION

#### VEXX

PUBLISHER: ACCLAIM

DEVELOPER: ACCLAIM STUDIOS  
AUSTIN

ORIGIN: US

GENRE: PLATFORM ADVENTURE

PLAYERS: 1

#### PERCENTAGE COMPLETE



#### AT-A-GLANCE

- ENORMOUS FANTASY WORLDS
- POWER-UPS AND SPECIAL MOVES
- IMPROVED GRAPHICS
- INNOVATIVE SPECIAL ABILITIES
- HUGE, SKINNED ENEMIES

MOVIES X PICTURES ✓



## Clawing his way back to the top!

**WHAT? FORGOTTEN ABOUT** Vexx already? Thought it had been canned? Well think again, because the vengeful wolverine-come-dogboy is set to arrive on the GameCube within the next few months, and we have the latest screens to show just what's been done with the extra development time. Originally due to hit the shelves at the same time as *Mario Sunshine*, Vexx is a platform

adventure very much in the *Mario* vein, albeit with a slightly darker undertone. When a Shadowraith named Dark Yabu murders the young Vexx's family, Vexx manages to clamber aboard the mothership where he unwittingly stumbles across a pair of magical gauntlets; the flesh ripping weapons that you can see on Vexx's hands. With his new capabilities, he seeks revenge and

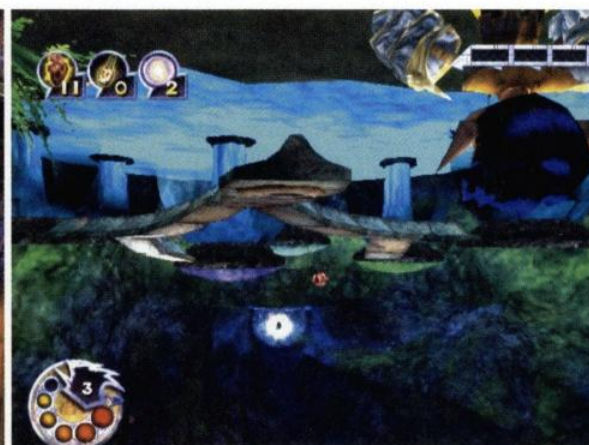
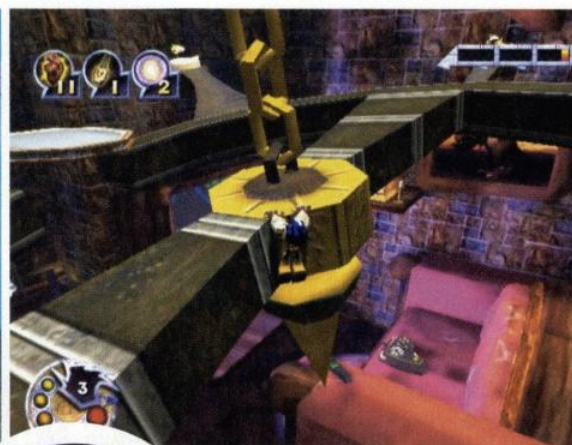
embarks on a fight for the freedom of his people.

The last time we actually saw anything new of Vexx was at ECTS last September, where the game looked remarkably similar to the E3 build — a reason enough to delay it. It simply wasn't complete, and the extra five months have been used to put the finishing touches to the worlds and textures. The planet Astara now looks a little crisper and bump-maps have been applied to many of the surface textures, resulting in



**"AS WITH TUROK EVOLUTION, THE TEAM IS FOCUSING MORE ON THE PS2 SKEW"**

UP FRONT  
UEHH



↑ If you like your end-level bosses good and fat, you can't go far wrong



↑ The worlds are of a very similar size to the areas found in *Mario Sunshine*



↑ After the dodgy early versions, much work was done on the environments

more pleasant environments. Despite this, it still doesn't look as good as *Mario Sunshine* and certainly isn't a touch on *StarFox Adventures*. As with *Turok Evolution*, the team is focusing more on the PS2 skew. This won't be a problem if a decent amount of time is spent on the GameCube conversion, but these screens would suggest otherwise. Not that there's anything terribly wrong with it, but with *Mario Sunshine* and *StarFox Adventures* already available, and *Rayman 3* out

very soon, Vexx will face some extremely stiff competition when it finally ships.

Saying that, Acclaim's title does offer a different gameplay experience to warrant your attention. Vexx's gauntlets have many special abilities allocated to them, such as power combos, energy balls and uppercuts. Then there are the new upgrades, such as the wings and the Flame Vexx. As always, we'll reserve our judgement until we play the latest version next month.

CUBE



↑ Being cute, it's Kinda hard to be taken seriously as a tough guy. Especially when people keep ruffling your hair and saying 'aaww!'

← The textures are still a little blurry... but we're getting used to that with PS2 ports. Damn their eyes!



GCN  
GAMECUBE NEWS

FIVE FABULOUS  
THINGS NINTENDO  
ARE DOING TO MAKE  
CUBISTS HAPPY.

**1 VALUE PRICED GAMES**

Look out for better value from some of the older titles. It would seem likely that the American Player's Choice promotion with games like *Pikmin*, *Luigi's Mansion* and *Smash Brothers* priced at US\$29.95, might also find its way here. Cube games under \$60 would be very tempting. Also the offer of a free game with every system purchased will continue with the possibility of a wider range of titles being available.

**2 METROID BUNDLED**

Want a Metroid bundle? Sorted! Expect to get Metroid and a Cube for \$329, and possibly under \$300 depending on retailers. The bundle is also rumoured to feature a special *Metroid* edition system, that is black and has unique artwork. *Zelda* will probably get a similar treatment.

**3 BIG SCREEN GBA**

The GameBoy Player Attachment, which will let you play all of your GBA titles on the biggest screen in the house is also exciting stuff for hand held fans.

**4 CUBE PRICE DROP**

Nintendo Australia are very keen to drop their Cube RRP, and this is more likely after the end of the Japanese financial year, which is a matter of weeks away.

**5 LESS WAITING**

Nintendo Australia are working on a new publishing system which will cut the lag time between NTSC and PAL game releases by one third. This could see PAL games being released a few weeks (and not months) after NTSC counterparts. YAY!

GAMECUBE  
LIVES IN  
AUSTRALIAWhat does the  
future hold for  
Nintendo

**WHILE THERE ARE** a growing number of people in the world who are loving their GameCubes and that number is on the rise in Australia, there has also been concern that locally this figure is not growing fast enough.

Nintendo have brought to the market a terrific system and some of the best games you'll ever see are only to be found buzzing around the Cube's circuitry, but the competition from those 'other' companies is also strong.

However there are many reasons why the Cube has what it takes to survive and indeed prosper in Australia. Hey, four million people in Japan and over 9 million worldwide can't be wrong eh?

Indeed Nintendo has a strong history here with the company bringing great games to us

since the days of the NES back in the late 80s. We've also had some local legends like Michael Klim along for the ride promoting Nintendo and there is always GBA as well.

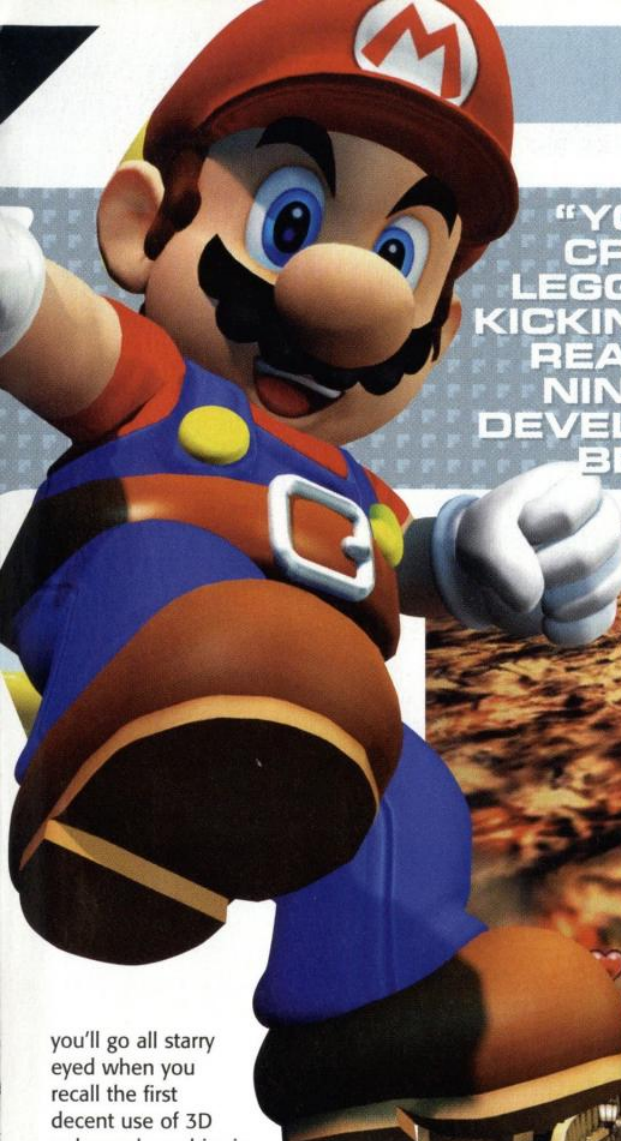
**THE PAST**

First up it is worth remembering that no other company has as many runs on the board when it comes to consistently developing fresh new innovative content. Think back to your greatest gaming moments and revelations and you'll find a lot of them have something to do with the big N. A company like Nintendo, which has sold more games than any other worldwide, 1.6 billion and counting, should know what it is doing.

Think back to classic moments like the first time you played the Nintendo version of *Street Fighter*, which was released on the SNES before any other system. Or maybe







**"YOU'D HAVE TO BE A CRAZIER THAN A ONE LEGGED MAN IN A BUTT KICKING CONTEST IF YOU REALLY THOUGHT THAT NINTENDO'S IN HOUSE DEVELOPMENT ISN'T THE BEST IN THE WORLD"**

you'll go all starry eyed when you recall the first decent use of 3D polygonal graphics in a 3D action game, something which we loved in *Star Fox*, again on the SNES. Also, who can forget the cutting edge SGI rendered visuals which went into the SNES classic *Donkey Kong Country*, a game which was ahead of the technically more powerful 32 bit competition at the time visually and in sales terms.

You can't forget brilliant titles like *Mario Kart*, a game which singlehandedly created a whole new racing genre, or the moody *Metroid*, a game which is still making its presence felt with the excellent 3D incarnation which is now Cube-bound.

Nintendo also were the first to develop force feedback for consoles with their Rumble Pak which was cleverly bundled with the sensational 3D experience that was *Star Fox 64*.

Finally who can forget the jaw dropping and drooling which followed the first time you laid eyes on *Mario 64*, a game which redefined the 3D platformer and



showed everyone else how it could be done properly.

So even though the above is a very short and far from comprehensive list of hits and memories, it is obvious that the big N knows how to make fun in massive overflowing bucketfuls.

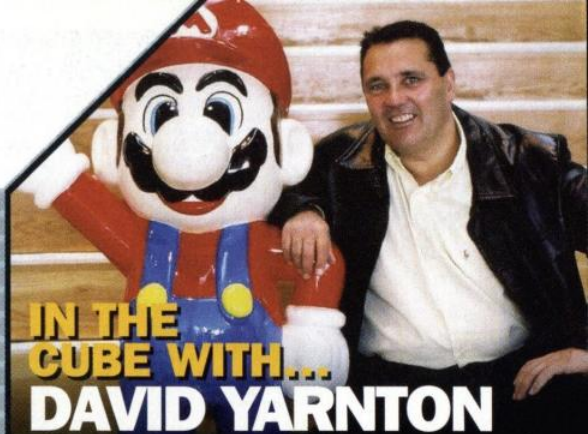
With this heritage you can bet that there will be games which will leave you gobsmacked and all weak kneed coming to the Cube, because this is what Nintendo do better than any other company. Microsoft and Sony have both set up their own respectable publishing divisions, but you'd have to be a crazier than a one legged man in a butt kicking

contest if you really thought that Nintendo's in-house development isn't the best in the world.

#### THE PRESENT

So some might say that at the moment, with around 70,000 consoles in the Australian market, that the Cube is doing it tough, but the hard part of the Cube's lifetime is possibly coming to an end as the flow of software begins to free up. Also this number is greater than total sales of either Dreamcast, Saturn or the ill fated 3DOA, so comparisons with these failed consoles should end there.

Yes it is true that here in PAL country Nintendo struggled in their



## IN THE CUBE WITH... DAVID YARNTON

**NAME:** DAVID YARNTON  
**POSITION:** DIRECTOR OF SALES AND MARKETING  
**COMPANY:** NINTENDO AUSTRALIA

Our mate David Yarnton has been with Nintendo Australia for nearly eight years and is currently the Director of Sales and Marketing. We thought it would make sense to get the low down from the horse's mouth on the ever topical issue of the Cube's longevity.

**CUBE:** So you'd have to agree that the Cube is under the pump at the moment. How do you see the console going forward when it is currently very much in 3rd place in Australia right now?  
**DY:** The GameCube is a brilliant product and the full potential and the capabilities of the system are starting to show. The connectivity, as well as the awesome graphic capabilities that games like *Metroid Prime* are showcasing, are just the beginning. We have been fighting a tough battle against our competitors and while some may say we have been losing the battle, we are also out to win the war. There are over 70,000 units in Aussie homes now and our new initiatives will see this number grow confidently.

**CUBE:** That is good to hear.  
**DY:** Indeed we have to remember that the GameCube is very price competitive when compared to its pro-rata cost in other parts of the world. We have another competitor in the marketplace in the form of Microsoft who have a business strategy which doesn't include the need to make a profit and this makes it hard for us, as the GameCube is a part of our core business. However because GameCube is our core business we are trying to add value for the consumer in other ways by ensuring that our games are the best in the market and that they offer fun which is unique and not found on other systems.

**CUBE:** Like *Metroid* for example?  
**DY:** Yes, *Metroid* will really hammer this point home as it is very special and is currently winning many awards in the US and being favourably compared to *Halo*, a game which is supposedly the best Xbox title. We look at it long term, the company is over 100 years old. We will ensure that the GameCube is well supported in Australia,

remember the system is doing well in other parts of the world, and there will be another system to follow the GameCube too.

**CUBE:** What about price cuts?

**DY:** The issue is, we are coming up to the end of March and we have to wait until then, as this is when things change as the Japanese financial year is over. Historically we have always moved fast when we have changed price and I think we should look at this soon too, but I can't say there will be a change in the near future, although stranger things have happened.

**CUBE:** How many consoles do you think you need to sell for a console to be financially viable in Australia and in the world.

**DY:** In the life of a console in Australia you need to get to 350-400,000. Globally the figure is ten million or so (which we have already achieved). I reckon after the third year in the market we will get there in Australia and we are committed to seeing the platform through here.

**CUBE:** The competition is going to be tough though.

**DY:** Our numbers aren't at the point where they are questionable and we have faith in our ability to bring unique games to market. We believe in our experience and our product and we won't fade away.

**CUBE:** What is the future for Nintendo as a publisher. You are looking to develop a broader stable of games aren't you?

**DY:** Yes, we have in the past been accused of being too much of a kids company and more mature games like *Resident Evil 0* and *Eternal Darkness* are a part of our future. Also think of our games like *Zelda*. We have sought to be innovative and change things to make sure it isn't the same as previous versions. I must admit when I first saw the game I thought 'oh my god what have we done?', but the cell shaded approach really makes for an amazingly attractive game with a lot of character.

**CUBE:** Speaking of which who is your favourite character?

**DY:** Mario, because we look alike! No actually my staff here at Nintendo Australia believe I'm Bowser because I'm mean!



## CUBITES

MUNCHABLE HUNKS OF NINTENDO GOODNESS THAT WON'T RUIN YOUR APPETITE



## SAMUS AT THE MOVIES

Hollywood producers Warren Zide and Craig Perry (Final Destination, American Pie) have managed to wangle themselves the rights to the first Metroid movie. Dammit — we were kind of holding out for Ridley Scott.

## SEE THE LIGHT

Jeff Minter, the creator of Gridrunner and Tempest 2000, is working with Lionhead Studios on a GC title by the name of Unity. Due to be released in 2004, the game is a third-person shooter combined with light synthesiser effects.

## GRID RUNNER



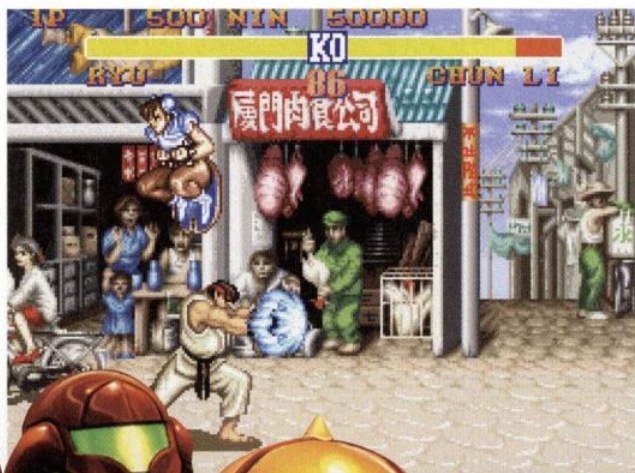
## IT'S WAR!

NCL president Satura Iwata has declared war on the competition. He claims that if GameCube had launched head-on with PS2, the outcome would have been different, therefore GameCube 2 will be ready for 2005.



## CARTEL'S THE DADDY

Developer Cat Daddy is hard at work on a first-person shooter named Cartel. As yet there is no publisher, but as soon as it's officially announced we'll bring you a massive feature.



early days with Cube releases, but 2003 will see over one game a month coming from Nintendo themselves and around double that number of games coming from third party publishers. This lot includes some key exclusives. There are games which are 'must have' propositions which you'll never see on competing systems. Think *Zelda*, *Metroid*, *Resident Evil 0*, *Wario World*, *Animal Crossing*, *Mario Kart 2003* and *F-Zero*. These are all games that should be totally lethal to your reserves of spare time and will only be released for the Cube.

Other titles which are also headed Cubewards as well as to other formats that shouldn't be ignored include, *Starcraft Ghost*, *Rayman3*, *Enter The Matrix*, *Red Faction* and *AFL 2004*. So there is no doubt that there is support for the Cube and that a bevy of beaut games is on the horizon.

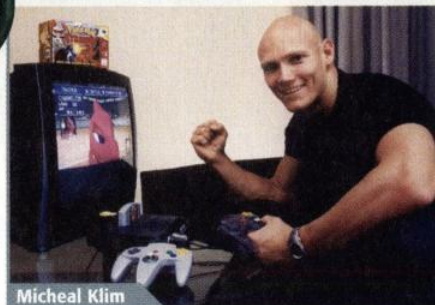
## THE FUTURE

Nintendo are also aware of the fact that with such strong competition it is essential for them to give us good value. Check out our 'fabulous five' to see what they are doing to fight back now. Also on this point we'd bet our



## METROID™

PUSH START BUTTON  
© 1986 NINTENDO



Michael Klim

Wavebirds that by the end of the year we will see a lower price point for the console as well as a greater number of Player's Choice games on sale.

Nintendo's Marketing and Sales Director David Yarnton (see previous page) has also confirmed that Nintendo Japan are very happy with how Australia has performed to date, and David added that our market is the toughest in the world, with both Sony and Microsoft using it as a testing zone for their more adventurous and aggressive marketing.

It is also worth remembering Nintendo's President Owata San has made it clear that the company is dedicated to hardware and games development and that the Cube will be a part of Nintendo's viable long term strategy. The Dreamcast of 2003?? What a load of shisenhausen!

CUBE





The sleek design of the GBA SP will appeal to people who wouldn't otherwise have considered a handheld



# SP-ECTACULAR

## Game Boy Advance leaves the dark age

**THE LAST THING** we were expecting after the New Year break was for Nintendo to have got its arse in gear, but it appears that wonders will never cease. Literally a few days into the Japanese year of the sheep, Nintendo Australia held a 2003 briefing to announce what it had in store for OZ over the next 12 months. In what must have been a first, Australia heard news on several new developments ahead of the rest of the world. The main focus of the event was on a brand new version of the Game Boy Advance. Named

the GBA SP, the new handheld delivers what many gamers think should have been there in the first place — a front-lit screen. At long last we'll be able to see what we're playing without the aid of a third-party peripheral. The unit resembles a small mini-disc player and opens up like a clam. GBA SP has all the abilities of the standard GBA and an identical screen size. Running from a rechargeable Lithium Ion battery, the handheld charges up much like a mobile phone, taking three hours to fully replenish itself. The battery

life works out at 18 hours, or 10 hours with the light on. GBA SP will launch in three colours (platinum, purple or black) on 28 March retailing for \$200.

Despite the significance of the announcement, CUBE wasn't just there to hear about the GBA SP. What we want to know is, when will the GameCube go online, and when do we get those killer titles? As expected, Nintendo is still being extremely tight-lipped about much of its line-up, but there's enough good news to go around.



## THOSE DATES IN FULL

Keep up to date with **CUBE's** diary. This isn't a definitive list of every GameCube game, but all the important ones are here:

NAME	PUBLISHER	RELEASE DATE
RAYMAN 3	UBI SOFT	FEBRUARY
SUPER MONKEY BALL 2	INFOGRAMES	FEBRUARY
PHANTASY STAR ONLINE EP I + II	INFOGRAMES	MARCH
ANALOGUE/BROADBAND ADAPTER	NINTENDO	MARCH
RESIDENT EVIL ZERO	CAPCOM	MARCH
METROID PRIME	NINTENDO	APRIL
SKIES OF ARCADIA LEGENDS	INFOGRAMES	APRIL
HITMAN 2	EIDOS	APRIL
ZELDA: WIND WAKER	NINTENDO	MAY
SPLINTER CELL	UBI SOFT	MAY
CONFLICT DESERT STORM	SCI	MAY
ENTER THE MATRIX	INFOGRAMES	MAY
WARIO WORLD	NINTENDO	JUNE
XIII	UBI SOFT	SEPTEMBER
XGRA	ACCLAIM	SEPTEMBER
PN03	CAPCOM	SEPTEMBER
F-ZERO GC	NINTENDO	OCTOBER
SOUL CALIBUR II	NINTENDO	OCTOBER
MARIO GOLF	NINTENDO	Q4 '03
MARIO KART	NINTENDO	Q4 '03
1080° AVALANCHE	NINTENDO	Q4 '03
FINAL FANTASY: CC	NINTENDO	Q4 '03
PIKMIN 2	NINTENDO	Q4 '03
MARIO GOLF	NINTENDO	Q4 '03
RIDGE RACER VI	NINTENDO	Q4 '03

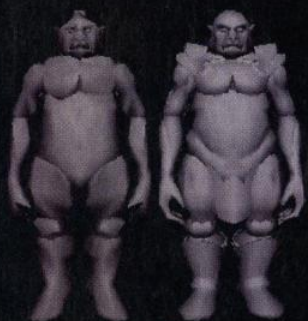






## BIG OLD SOFTY FEELING A LITTLE NAKED?

HotHead's debut title *Shadow of the Sun* is still very early on in the development process. Still, we can show you some of the initial ideas and the early processes involved in rendering and animating a character. Here, you can see one of the guards being taken from a standard polygon model to the advanced texturing stages.



The twisted spirit of *Asylum* lives on in *Shadow*



Untextured Jailer.03.2a



Textured Jailer Final

## PART FOUR

BACK FOR GOOD...

# DEVELOPER DIARY...

Every issue we'll be speaking to HotHead Studios (previously DarkBlack), the people behind the up-and-coming horror-adventure game, *Shadow of the Sun*

"DARKBLACK CLOSED ITS doors in middle of November last year and as you can imagine everyone was devastated. We had self-funded the company for over a year and to make matters worse we had just signed a major publishing deal. Unfortunately, the state of the industry at the time didn't help matters.

Our publisher had its own financial difficulties and was unable to make milestone payments on time. This obviously affected us, as we couldn't pay the bills — don't get us wrong, we're not pointing the finger at anybody and we have no hard feelings. We just put it down to life in the industry. So DarkBlack is no more, and along with it went *Asylum* (sob... CUBE).

It's not all doom and gloom though because we're pleased to announce the arrival of our new company — HotHead Studios, which consists of all but three of the old DarkBlack team. We have new investments, new offices and

development is well under way on our new title *Shadow of the Sun*. With the fresh start come new ideas and a new outlook on developing cool and exciting next gen titles. *Shadow of the Sun* is a story-driven, first-person, action-horror-adventure title. Although the new game is still in the horror genre, it's a faster paced and more action-based title than *Asylum*. Don't worry though, it won't end up being a brainless shooter — there are plenty of adventure elements and plot twists to keep players on their toes.

Next month, we'll give you a small insight into the story of *Shadow of the Sun* and the characters that inhabit the game's world.

CUBE

TONY CHARLTON  
EXECUTIVE PRODUCER, DARKBLACK

WWW.HOT-HEAD-STUDIOS.COM





# BETTER, FASTER, CHEAPER...

## SN once more to the rescue



### DEVELOPMENT TOOL SPECIALIST

SN Systems has pushed the bar forwards yet again by announcing the availability of the SN-TDEV, a low-cost alternative for high-speed GameCube development. The new development tool comes as the next in a series of tools from the UK-based company that comes up with console hardware solutions at an astonishing pace. Having already launched the ProDG and Network Development Kit for the GameCube, the SN-TDEV tools will enable developers to accelerate the games development process while

cutting hardware development costs by up to 60%

In a marked change from the norm, Nintendo has acknowledged and praised SN's achievements. Hisashi Yuasa, General Manager at NCL, has said: "We are always looking for new ways to enhance and improve the games development process behind the creation of all our console games and are very excited about the work we have undertaken with SN Systems". Wonders will never cease, and it seems Congratulations to SN are in order.

CUBE

# ERM... EXCUSE ME?



## Does the name Chrono Trigger get your attention?

IF IT DOESN'T then it should do. Skip, a small Japanese company, is due to bring its first game, *Giftopia*, to the GameCube in just a few months' time. From looking at the screens you may simply dismiss it as just another quirky Japanese RPG, but this one is a little different. The main game designer is none other than Mr Eto, who just happened to be one of the original *Chrono Trigger* team. This alone makes the game worth a play. We know very little else about it, but hope to bring you a more detailed look next issue.

CUBE



## CUBITES

MUNCHABLE HUNKS OF NINTENDO GOODNESS THAT WON'T RUIN YOUR APPETITE



### GOTTA CATCH 'EM ALL!

Nintendo has finally confirmed that a Pokémon game will arrive on the GameCube this summer in Japan. The game will only work when linked to Pokémon Ruby or Sapphire and will be far cheaper as a result.

### IT'S LIFE JIM...

Jim Merrick has moved from his position at Nintendo of America to become the Marketing and Networks Director at Nintendo of Europe. We'd like to wish him the best of luck in Europe and of course we will hassle him about all things PAL.



### VF DRAWS CLOSER

SEGA of Japan has stated that *Virtua Fighter Quest* will be released this year to coincide with the *Virtua Fighter* 10th Anniversary celebrations, but there's no further information as yet.



### PUT 'EM UP

MTV's *Celebrity Deathmatch* is coming to GameCube this year, so if you've ever fancied pummeling the living clay out of Marilyn Manson, Busta Rhymes, Anna Nicole Smith or Justin Timberlake, you're in luck!





WHATEVER  
HAPPENED TO...MYSTERIOUS GAMECUBE-RELATED  
DISAPPEARANCES

## RAVEN BLADE

Retro Studios, the team behind the mind-blowing *Metroid Prime* was working on this extremely ambitious action-RPG alongside *Samus'* adventure. As mentioned before, it was canned in order to draw in all resources for *Metroid*, but with that out of the way, it's highly possible that work will continue... as long as it's not too busy with *Metroid Prime 2*. From the initial pre-production screenshots it's pretty apparent that an adapted version of the *Metroid Prime* engine would work well. Fingers crossed for the first footage to be shown at E3 in May.

TURTLES JU  
AREN'T ENO

## Konami disappoints, but hints at things to come

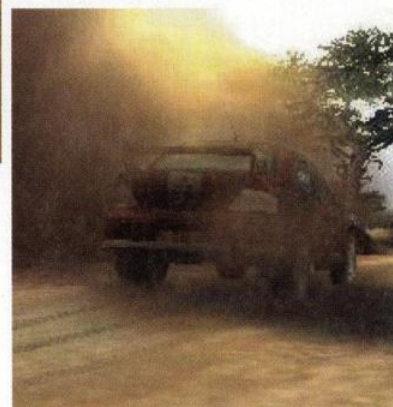
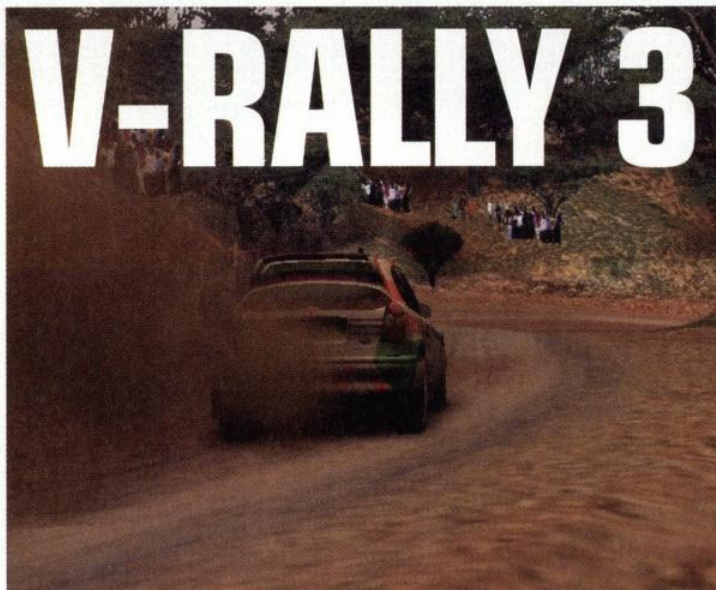
**IF YOU LOOK** through the **CUBE** Directory, you'll find less than a handful of games by Konami. *ISS2*, *Winter Sports*, *WTA Tennis* and a bunch of Disney-related garbage is the extent of its offerings, which is outrageous, given that the very same publisher is responsible for the *Silent Hill*, *Metal Gear* and *Castlevania* series. Just before the GameCube launched in Japan, Nintendo

announced that it had formed a new subsidiary company with Konami called Mobile 21. It was assumed that this would ensure Konami's GameCube support, but sadly this company concentrated solely on GBA titles.

Things are looking up though and after 18 months of average products, Konami appears to be taking us more seriously. *Evolution Skateboarding* will

arrive this month in OZ along with *Winning Eleven 6* (PES2) in Japan. A game based on the once popular (and still great in our minds) *Turtles* licence will appear in October, but Konami is also hinting at something more. Recently, the Konami US forum Administrator chose to start a topic about Konami's GameCube support. While the following comments are not official confirmations, they suggest that

## V-RALLY 3



## The first good rally game?

**INFOGRAMES WILL BRING** its PS2 and soon-to-be Xbox rally game *V-Rally 3* to the GameCube this June. You'll be pleased to hear that the game will see significant upgrades including updated car models, widened tracks, superior handling and improved graphical effects. *V-Rally* looks set to be the first decent rally game on the 'Cube, especially given that *Colin McRae 3* seems to have disappeared off the face of the earth...



# ST UGH

E3 may hold something special for us GameCube owners:

"From a business perspective, you have to understand the need to make PS2 games... I will say this though, everyone should just wait until E3 before commenting on Konami's line-up."

After several less than complimentary messages, the Administrator returned to say, "We are doing all we can to make sure that gamers for all platforms are getting great games. The days of single

platform releases may come to an end sooner than you think, but do not despair. Wait until E3 and have faith... I can firmly say that as a 'Cube and Konami fan, I am excited and you should be too."

Remember, this isn't confirmation, but it ties in with rumours of a *Castlevania* game and a new title from *Metal Gear's* Kojima-san. As always, all eyes are on E3.

CUBE

# GCM

GAMECUBE NEWS

## FINAL THOUGHT...

**NAMCO HAS SET** the standard this month, and it's a standard that all other companies will now be measured by. We're talking, of course, about *Soul Calibur II*. Despite being a multi-platform title, Namco has dedicated itself to getting the most out of each system, even to the extent of including exclusive characters for each. As derogatory as it may sound (which isn't the intention), you can easily tell when a game has been optimised for the GameCube and Xbox, because it looks much better. Despite sharing the same basic engine, the GameCube and Xbox's superior texturing and lighting abilities allow *Soul Calibur II* to look much better in motion.

On top of this, all three versions will appear simultaneously. If Namco can do this then there's no reason why other publishers (you know who) can't. We're fed up with getting slightly improved ports of PS2 titles months after they're originally released. Sure, the developers need time to port the game, so why not ship it out to another team and develop it in tandem? Namco has proven that it can be done and Free Radical nearly achieved it with *TimeSplitters 2*. We wait with baited breath for other publishers to be so 'inspired'.

Ⓢ Sonic games always look nice. Let's just hope it plays as well



# DELUXE TREATMENT

## First shots of Sonic Adventure DX

**AFTER MONTHS OF** waiting, SEGA has finally released the first batch of shots from its next *Sonic* game — *Sonic Adventure DX*. What was once thought to be a brand new *Sonic* title is in fact a remake of the Dreamcast classic. Though not apparent from these small shots, the game has been significantly improved, with upgraded character models, textures,

loading times and camera angles. Many gamers had major issues with the appalling (at times) in-game camera, and if there was one aspect that needed to be addressed, this was it. Sonic Team obviously realises this, and is promising a totally overhauled camera system.

*Sonic Adventure DX* is expected to hit Japan in the summer.



Ⓢ If you ask around, people will tell you Knuckles is 'da man'







## Re-united At Last



The eyes wide shut days of the classic SNES RPGs are set to return...

**SQUARESOFT AND NINTENDO** — what a team. A seemingly unstoppable combination that saw the NES and SNES dominate Japan. Queues hundreds of gamers long lined the gaming districts of Japan every time a new Squaresoft RPG arrived, and the games just got better and better. It got to the stage where the games were so involving that one could easily spend all night and most of the next day playing them without batting an eyelid. The dream ended with the advent of the PlayStation though, when Squaresoft jumped ship to develop exclusively for Sony's new machine. Something

disappeared from Squaresoft's RPGs on that day, and many would argue that it never returned. The more popular *Final Fantasy* became, the more the magic was drained out of it.

This could be set to change though — Squaresoft is finally returning to Nintendo, and its first project is something that resembles role-playing gaming of old. *Final Fantasy: Crystal Chronicles* is inspired by all the SNES greats, and in this feature we'll be reminiscing over the games that defined Squaresoft in its Nintendo days, before taking a look at the game that could see a spiritual rebirth for the king of RPGs.

# SQUARE-EYED AND





## TIME BANDITS

THE SQUARESOFT RPGs THAT RULED OUR LIVES

### ブリザービーム



ファイアビーム  
ブリザービーム  
ヒールフォース  
デジョネーター

サンダービーム  
バイオブラスター  
コンフューザー  
まどうみサイル

### FINAL FANTASY VI

In the eyes of many people, this is the best *Final Fantasy* game of all. A year after it appeared in Japan it was released in the US as *Final Fantasy III*, much to the joy of gamers everywhere. If you ran the game through an adapter you only saw half the ending though... sob.

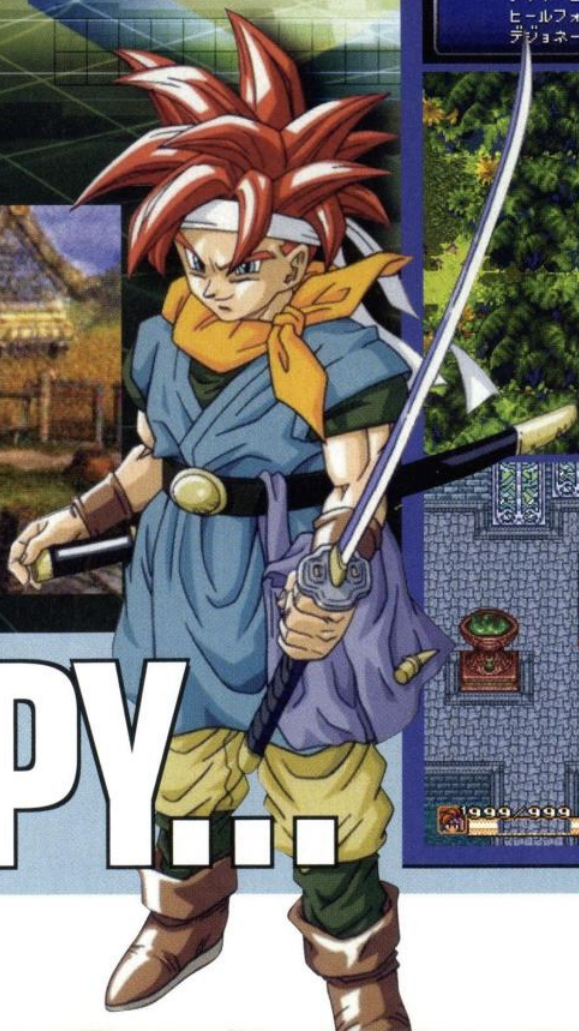
### CHRONO TRIGGER

This really was special. Combining all that made *FFVI* so good with the ability to see your enemies before you walked into them, and the introduction of Double-Tech and Triple-Tech attacks, time travelling has never been so much fun.

### SECRET OF MANA

One of a small number of action-RPGs, *Secret of Mana* managed to rid itself of all the *Final Fantasy*-style statistics, while still providing an in-depth experience. The ability to plug in a Multi-tap and have a three-player adventure was unheard of before this.

# SLEEPY...







## LEFT OUT...

### ... BUT NOT FORGOTTEN

There are a few games that we haven't covered in detail because we didn't feel they had that big an impact — nor did they have any connection with *Crystal Chronicles*. Still, they deserve a mention for draining many hours from our lives.

#### SECRET OF EVERMORE

The main reason why this never really did it for us was because it had a decidedly 'western' feel to it. That was because it was developed by Square USA — nuff said. It did very well in the US though, probably because it was more accessible to the mainstream audience and one of the few Square RPGs to be available in English. The game saw a release in Australia, but the marketplace simply wasn't there. That was the final nail in Australia's RPG coffin. Grrr...

#### BAHAMUT LAGOON

Released very late on in the SNES's life, this dragon-based adventure never reached the English speaking market. When the world is threatened by war, a young dragon knight and his team must travel to Bahamut Lagoon to awaken Bahamut, King of the Dragons and saviour of the world. The game did reasonably well in Japan, but never got a translation.

⬇️ A boy and his dog. Hardly mystical or magical is it...



Final Fantasy I through to VI

# LIFELONG FAN

**FOR MANY PEOPLE**, the *Final Fantasy* series started with *Final Fantasy VII*. From a business perspective Squaresoft definitely made the right choice in developing for the PlayStation. No longer would the series' success be limited to Japan and a cult following was established in the US, Europe and OZ. *Final Fantasy VII*, *VIII*, *IX* and *X* have all been massive hits the world over, but some of the best games in the series are the ones that have practically been ignored in the west.

The *Final Fantasy* series started on the NES. Looking at it today, the graphics are extremely basic, but this aspect forced you to imagine the characters in your head, thus the experience was far more personal. The battle system has come a long way, but the same basic premise remains — attack and use magic and items. The formula is so successful that to do anything other than carefully evolve it could be disastrous.

Despite not being directly linked to one another, the *Final Fantasy* games have always had the same theme — revenge and power. As long as there is love and goodness in the world, there will always be hatred. In these times of turmoil, the vessels of good will be drawn together to combat it... and have an amazing adventure along the way. These 'vessels' tended to be super-deformed characters for the NES and SNES games. The original designs weren't in this style, but the limitations of the hardware meant that the models had to be simple but memorable.

The defining moment in the series came in the form of *Final Fantasy VI* (*III* in the US). An epic tale of a militant leader's attempt to get his hands on a strange young girl with the power to morph into an Esper (magical creature). With her power harnessed, he could rule the world... and he would've gotten away with it too, if it wasn't for those pesky kids!



⬆️ Fans of the PlayStation FF games will recognise these guys...



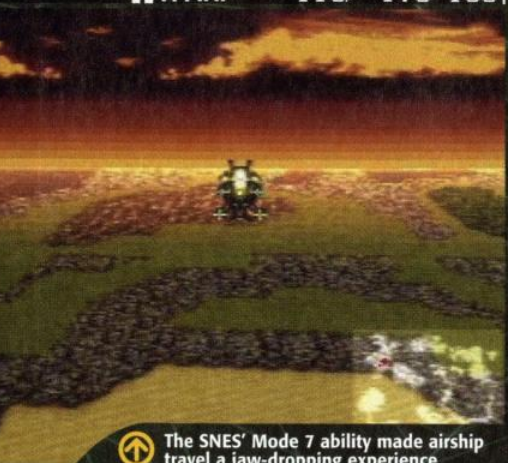


# TASIES

FFIV, arguably the best Final Fantasy game ever created



Hornet	Lionel	HP	25	79	8
	Maria	77	57	2	
	Guy	103	107	5	
	Minh	119	175	103	



The SNES' Mode 7 ability made airship travel a jaw-dropping experience



## WAIT YOUR TURN!

ATTACK... DEFEND... ATTACK... MISS... MAGIC!

One aspect of the series that hasn't changed is the turn-based nature of the battles. Each character has a command list with Attack and Item commands at the very least. Characters take it in turns to hit their opponents and once an attack has been performed, that character has to wait for their battle gauge to fill (between two and ten seconds, depending on how advanced the character is). This time-delay has now been phased out. As you progress through the game, other commands such as Magic, Jump, Steal and Esper also become available.

Graphics aside things really aren't that different



Fight	TERRA	2872	
Lore	EDGAR	3083	
Magic	SABIN	3494	
Item	STRAGO	2790	



## SELL OUT!

LET'S SAMPLE YOUR WARES

Over in Japan they go crazy for game merchandise, and Final Fantasy has to be one of the most popular examples. It's not just about posters, mugs, T-shirts and caps though. You can also get the full soundtracks for each game, which consist of collector's item 4-CD affairs containing



every tune from the game in order of appearance. It's just like playing the game all over again, except with your eyes shut, sort of. Then there are the character models (ranging from cheap plastic versions to high-quality vinyl) and even full-size outfits! We kid you not.

**"BASIC GRAPHICS FORCED YOU TO USE YOUR IMAGINATION FOR A FAR MORE PERSONAL EXPERIENCE"**



# LET'S DO THE TIME-WARP... AGAIN!

TIME-TRAVELLING MADE EASY WITH CHRONO TRIGGER



If you love RPGs and you had a SNES then you will have fond memories of this game. Touted by all (well, all of the **CUBE** team and many other people besides) as the greatest RPG ever created, *Chrono Trigger* worked because it was jam-packed full of fresh ideas that actually worked.

After Crono's friend invents a time portal, he accidentally gets sucked back into the middle ages where he discovers a sinister plot to destroy the planet by travelling back in time and causing all kinds of mischief along the timeline. The culprit ends up being an extremely powerful, bitter and twisted alien magician... as you'd expect.

There were two things that made this game so

good – the battle system and the time travelling. When walking around the woods, wastelands and caverns you could see the enemies and choose to avoid them if you wanted. In battle, you could move wherever you wanted within the battle zone. With three people in your team, you could learn Double-Techs and Triple-Techs – attacks that would involve two or three people to perform an amazing move.

The time travelling allowed you to do something in the past and change an entire way of life in the future. Made an enemy in the present? Simply go back in time and be nice to them for a while. Ta da! Instant best friend. The perfect game.

There were no fights on the world map thankfully



FACT

**TAKE OFF!**

You can actually buy a model of the time machine that the *Chrono Trigger* team eventually find. It doesn't have the characters in though... sob.

**"CHRONO TRIGGER WORKED BECAUSE IT WAS JAM-PACKED FULL OF FRESH IDEAS"**



アーティファクト「車輪」をゲット。





FACT

## FLUFF-BALL!

Flammie Dragons are available to buy in the form of fluffy toys, though you'll be hard-pushed to find them now. They fetch a mighty price if they ever turn up.



113 hit points is like water off a duck's back... power it up my son!



## CAN'T SEE THE WOOD FOR THE TREES

LET THE MANA FLOW FREELY

There was something about *Secret of Mana* (*Seiken Densetsu*) that was utterly magical. The game centred on a great evil seeking to destroy the Mana Tree, the source of the planet's Mana. You controlled a young warrior, a princess and a sprite on an epic mission to restore power to each of the Mana Palaces and revive the Mana Sword. *Secret Of Mana* was an action RPG in a similar style to *Zelda: Link To The Last*. It was also one of the few RPGs to be multiplayer, allowing three people to play as each of the characters.

The magic and item system worked in real-time, so whenever you wanted to use an item or cast a magic spell you would simply open up the menu, select the command and select the victim/recipient – very straightforward, but very effective. The sequel arrived on the SNES, bringing with it some of the finest graphics the SNES ever saw. It still couldn't match the charm of its little brother though.

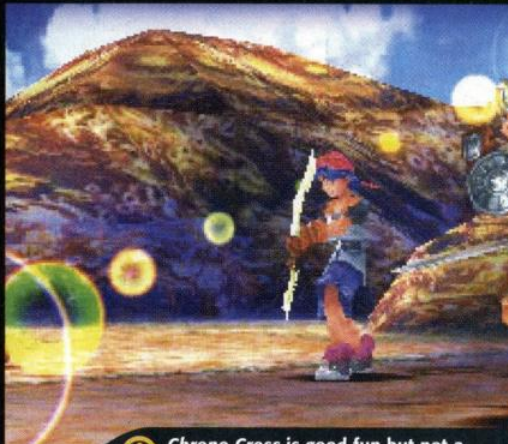


## YOU JUST DON'T CUT IT

### MISSING THAT SPECIAL SOMETHING

Many of the games featured on these pages have been 'upgraded' or have seen sequels, but none of them have improved on what came before them. *Legend of Mana* came out on the PSOne but was taken in a completely different direction to the original and just didn't work very well. *Chrono Cross* also arrived on the PSOne, and while being a decent game, it wasn't a touch on *Trigger*. Obviously, its older games were far better, and Squaresoft wised up to the fact. Over the years, versions of *Final Fantasy I, II, IV, V, VI* and *Chrono Trigger* have been brought to the PSOne. Amazingly though, the games are graphically and sonically inferior, and you've got to put up with loading times!

The *Final Fantasy* games are the exception of course – there can be no denying that the PSOne and PS2 versions are very accomplished games.



IE Co.. I



*Chrono Cross* is good fun but not a touch on the original masterpiece



The *Final Fantasy* games on the other hand are top-notch

ka: He may be a blitzball whizz-kid, but up against fiends, he's a new





Could the Bombs be Squaresoft's fave characters? It seems that way

You'll be able to see the effects of new armour

## A RETURN TO FORM WITH FINAL FANTASY: CRYSTAL CHRONICLES

DRAWING ITS INSPIRATION FROM THE SNES CLASSICS

**UP UNTIL RECENTLY** it was unclear as to what sort of game Squaresoft's debut GameCube title would be. The New Year saw the company showing the latest build to the press and, while we still have a lot of questions, it's all a little clearer.

*Crystal Chronicles* is like no other RPG, but *Final Fantasy*, *Chrono Trigger* and *Secret of Mana* have obviously inspired it. The story goes that every village is protected from evil by a crystal blessed with Mana Water. Eventually, the power of the water grows weak and at such times, a hero from each village must go on a quest to find a new source of Mana Water. Mana Trees are the only source, but as time ebbs by they've become a rare commodity.

The world outside the Mana Water's protective veil is filled with a poisonous gas, and the only way to survive is to carry the Crystal Cage, a device that forms a protective boundary around you. In the game a faint ring shows the 'safe' area. The Mana theme is in keeping with *Secret of Mana*, and so too is the multiplayer mode. Up to four players can play at once or, if you're playing alone, the characters will behave in

whichever way you program them to.

The battle system is a cross between *Secret of Mana* and *Chrono Trigger*. Like *Secret of Mana*, the battles occur in real-time, but you're limited to a certain battle area as with *Chrono Trigger*. This battle area is dictated by the power of the Crystal Cage. Typically one person will be carrying the cage, and when threatened you must put the cage down before that character can attack.

The magic system is a little strange and seems to revolve around the Mana Orbs from *Secret of Mana*. Every living creature carries these orbs and, when killed, will release them. You can then pick them up and either store them or use them. Magic doesn't just have to be used offensively, for example a water spell can be used to douse a character who is on fire.

Sadly this is all we know at this stage, but the *Crystal Chronicles* official website is due to go live in a few weeks, at which point Squaresoft has promised it will reveal much more about the game. With the launch pencilled in for March/April we're sure to know more very soon.

CUBE



Final Fantasy Tactics Advance will be bundled with a Pearl GBA SP in Japan



Squaresoft's worlds ain't got nothing on Bournemouth





"IT'S NOT ALL OFFENSIVE. A WATER SPELL CAN BE USED TO DOUSE A CHARACTER WHO IS ON FIRE"



Someone always has to carry the Crystal Cage around



## ADVANCING THE FIELD

### BATTLES IN THE PALM OF YOUR HAND

As well as developing for the GameCube, Squaresoft is also working with the GBA. An upgraded version of the fantastic PSOne title *Final Fantasy Tactics* will appear in Japan at the end of February to coincide with the launch of the GBA SP. Nintendo has even gone so far as to make a limited edition Pearl White GBA SP, which will only be available as part of a *FF Tactics Advance* bundle.

A new version of *Secret Of Mana*, titled *Shinyaku Seiken Densetsu*, is also in the works. This game will take the first SNES game and add plenty of new elements and characters. Details are a little sketchy at the moment but we've included some screenshots for you.

By far the most relevant GBA title is the game that is supposed to go hand-in-hand with GameCube *Crystal Chronicles*. Going by the same name, the GBA game will be compatible with its big brother. In fact Squaresoft made a point of saying how important this aspect would be. It's a bit strange then that we've seen nothing on it yet. Whether or not the GBA game hits the shelves on time shouldn't affect the GameCube version too much. Even without the game the GBA can be used as a tactical screen for GameCube battles. You can arrange your magical orbs, check on your party's status and look for enemy weaknesses.



## CUBE

### SAYS...

#### FIRST IMPRESSION

■ We're glad that *Crystal Chronicles* is a totally new style of game and not one that continues in the current style of Squaresoft RPGs. *Final Fantasy X* is a great game, but *Crystal Chronicles* looks to be drawing elements from some timeless classics, and it's hard to see how the team can go wrong.

All eyes are on the magic system now, which appears to be the only potential pitfall. Fingers crossed...

CUBE



CUBE

INFORMATION

EVOLUTION SKATEBOARDING

PUBLISHER: KONAMI

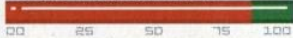
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-2

PERCENTAGE COMPLETE



MAR '03 OUT NOW TBC

# EVOLUTION SKATEBOARDING

Decked out

Rampstyle and freestyle combined into streetstyle!



Killing a spider and doing tricks can be difficult indeed. Something you should've practiced a long time ago...



Eh, you ain't Tony so don't even go there, okay!



Slave to the grind...

**SINCE IT'S IMPOSSIBLE** to write about any new skateboarding game without making a reference to Sir Tony of Hawk, we'll get it out of the way early doors. The Birdman's console outings have repeatedly redefined a genre, which they virtually created in the first place. You have to go back to the halcyon, leg warmer-wearing days of the mid-Eighties and 720° for the last skateboarding game that anyone cares to remember. Undaunted, Konami reckons it's got what it takes to beat the man at his own game, and so we have (or at least, will have shortly) *Evolution Skateboarding*. More grazed elbows and comically snapped shinbones to look forward to then. Yippee!

To have any hope of success, Konami needed

to come at the project from a slightly different angle, and that's what it's done. While the *Tony Hawk* games are based in a reality, albeit a low-gravity — adrenaline-enhanced version, *Evolution's* environments will include fantasy-inspired locations, such as a castle dungeon as well as street and skate park venues. There will also be boss characters to defeat, a giant spider for example. You'll need to grind along the strands of his web, destroying him in the process. Another section pits you against an army of skeletons who need to be rammed at high speed. All very amusing, but the bottom line is still going to be how well it compares to the Hawkmeister, and that dearest readers, will be revealed next month.

CUBE





We should have been there!



Timing tackles in the latest Pro Evo is trickier than before, so watch it!

# WINNING ELEVEN 6

## CUBE

### INFORMATION

#### WINNING ELEVEN 6

PUBLISHER: KONAMI

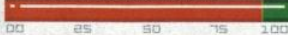
DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: SPORTS

PLAYERS: 1-4

#### PERCENTAGE COMPLETE



TOTAL GAME FROM MOVIES X PICTURES



If football be the food of love... play on!

**IT'S ABOUT TIME** Konami got its arse in gear and bestowed upon us GameCube owners the mana from heaven that is *Pro Evolution Soccer*. The greatest football franchise in the known universe has been the sole preserve of the PlayStation for too long, but the Japanese version — *Winning Eleven 6* — is poised to hit the streets of Japan very soon. Unfortunately, there's no word yet as to when, or indeed if, this most revered of games will make it to the Australian market. It would be a crying shame if it didn't, especially considering it started life as a Nintendo game many moons ago, in the form of *International Superstar Soccer* on the SNES.

Granted, the new FIFA is a vast

improvement over previous versions, but it's still very junior league fare, while *Pro Evolution* struts its stuff in the Champions Cup, if you'll excuse the extended metaphor. Exactly what makes the *Pro Evolution* games so wonderful is hard to pinpoint — you just have to play them. The passing, the control, the movement and the physics are right on the money. You can play long ball, a passing game or something in between... it's up to you. No other game comes close to recreating the ebb and flow of the sport so well. So write to your MP, picket Konami's office, do whatever you have to do to ensure this game gets an Australian GameCube release and we'll be right behind you!

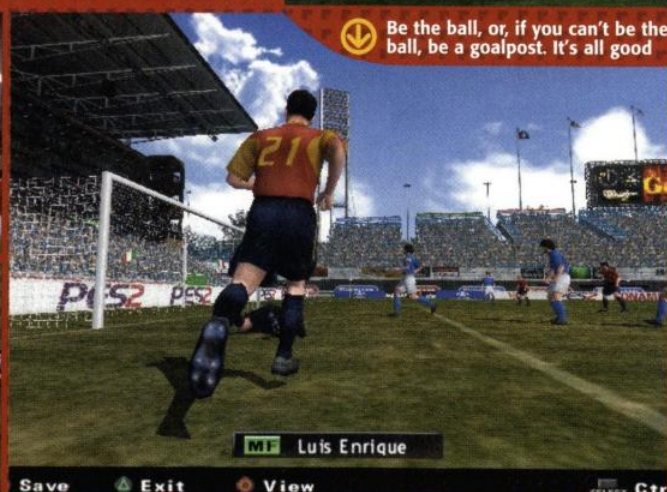
CUBE



Be the ball, or, if you can't be the ball, be a goalpost. It's all good



How did Germany get to the 2002 World Cup Final? It's one of those impossible questions, like where do babies come from





## CUBE

### ⊕ INFORMATION

#### WORLD RACING

**PUBLISHER:** TDK MEDIACTIVE

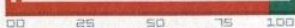
**DEVELOPER:** SYNETIC

**ORIGIN:** GERMANY

**GENRE:** RACING

**PLAYERS:** 1-4

#### PERCENTAGE COMPLETE



#### ⊕ AT-A-GLANCE

- REALISTIC HANDLING
- COLOSSAL GAME WORLDS
- FANTASTIC VISUALS
- MULTIPLAYER MODES
- VARIETY OF VEHICLES

TOTAL GAMES.NET MOVIES PICTURES

UK MAR '03 JPN TBA USA MAR '03

## Merc my day



# WORLD RACING

⊕ The highly reflective car models are particularly impressive



## Welcome to the motoring preserve of the terminally smug – Mercedes Benz racing

**FOR SO MANY** driving games, the claims to revolutionise what is one of the oldest genres in videogames end up stalling, not so much in how they implement what they try to do, but rather because they invariably overlook one thing. Despite their epic vistas, ultra realistic physics, sampled engine noises and suchlike, you're still disappointingly locked into the rigid corridor of tarmac provided by the developers. Via either invisible barriers or being magically transported back to the track, straying from the confines of these game worlds inevitably spoils your sense of immersion. Happily though, *World Racing* is different.

Rendering the canyons, deserts and cities of the Alps, Nevada and Japan (to name but three of the seven locations), *World Racing's* landscaped scenarios are fully integrated, without constraint and can be a staggering six kilometres square!

So, if you fancy going off-road or trying out short cuts, then feel free because if it's on

the map, then you can go there. Don't get the wrong idea though, this isn't a free roaming, sightseeing tour – you're here to race.

Beginning with the selection of your persona and Mercedes of choice, the solo player aspect of *World Racing* revolves around tournament and mission-based challenges. Completion of these races and challenges improves your driving skills, gives you access to more cars and locations and ultimately sees you become Mercedes Benz's premier test driver, with a livery of vehicles to satisfy your every motoring whim.

Complementing the gameplay are immaculate visuals and an adjustable well-honed feel to the manner in which the various cars handle. *World Racing* makes a rare attempt to strike a balance between a realistic simulation and high-octane racer. Whether Synetic has managed to pull it off will be revealed next issue.

CUBE

## PREVIOUS

FROM THE MAKERS OF...

**ROBOTECH: BATTLECRY**

■ Looks good, plays well, and is perhaps ultimately a bit shallow but hey... it's basically *Transformers* and a good choice too.

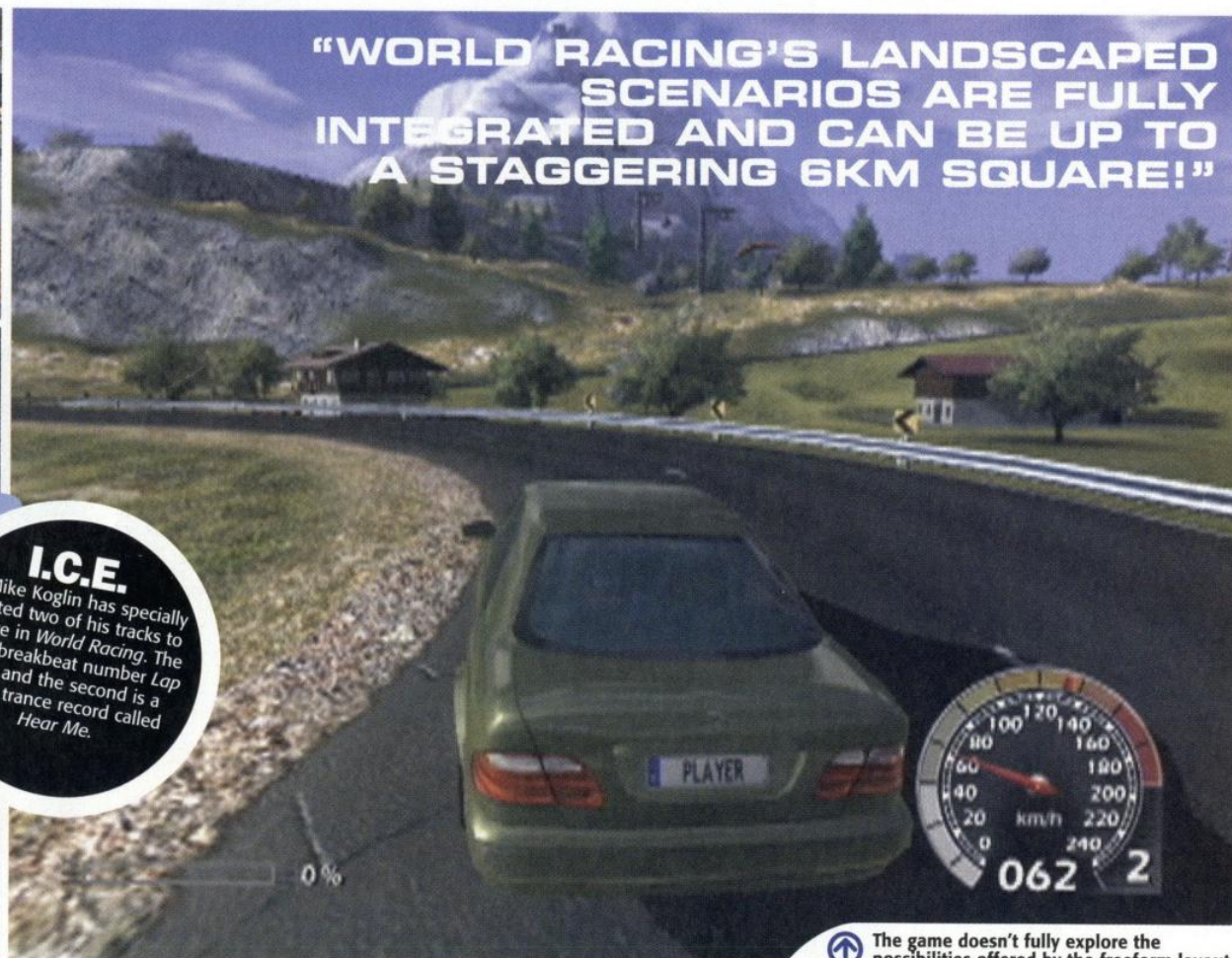


TOTALGAMES.NET RATING: 80%





"WORLD RACING'S LANDSCAPED SCENARIOS ARE FULLY INTEGRATED AND CAN BE UP TO A STAGGERING 6KM SQUARE!"



FRCT

### I.C.E.

DJ, Mike Koglin has specially adapted two of his tracks to feature in *World Racing*. The first is breakbeat number *Lap One*, and the second is a vocal trance record called *Hear Me*.

⬆ The game doesn't fully explore the possibilities offered by the freeform layout

⬇ Slight collision damage... nothing a bit of T-cut can't sort out!



## DAMAGE LIMITATION

IT'S NOT LIKE THE WHEELS WILL COME OFF

For a game that was originally called *Mercedes Benz Champions*, it comes as no surprise that this German-developed game features only Mercedes-built motors. There are over 30 base models to choose from, all of which are designed, sculpted and

specified according to technical data supplied by the manufacturers themselves. This high number of cars effectively gives you access to nearly all the models ever produced by Mercedes. Much later on you'll also be able to get behind the wheel of

⬆ Classic models from the days when racing really was seat of the pants stuff

prototype versions. Such is Mercedes' involvement that, unusually for a game endorsed by a manufacturer, they've allowed their vehicles to be damaged. Although, so far at least, it seems they merely get scuffed and dented.



## CUBE

SAYS...

FIRST IMPRESSION

■ Given the obvious graphical quality of this title, it would be a shame if the experience of playing *World Racing* paled in comparison. Yet, visual wonders aside, the main lure is expansive and unconstrained locales. When racing, this freedom might become somewhat irrelevant. The exploration however, that enables you to identify short cuts is definitely an interesting prospect.

CUBE



⊕ Dirk the comically animated adventurer returns

## CUBE

### ⊕ INFORMATION

#### DRAGON'S LAIR 3D

PUBLISHER: THQ

DEVELOPER: ENCORE

ORIGIN: US

GENRE: 3D ADVENTURE

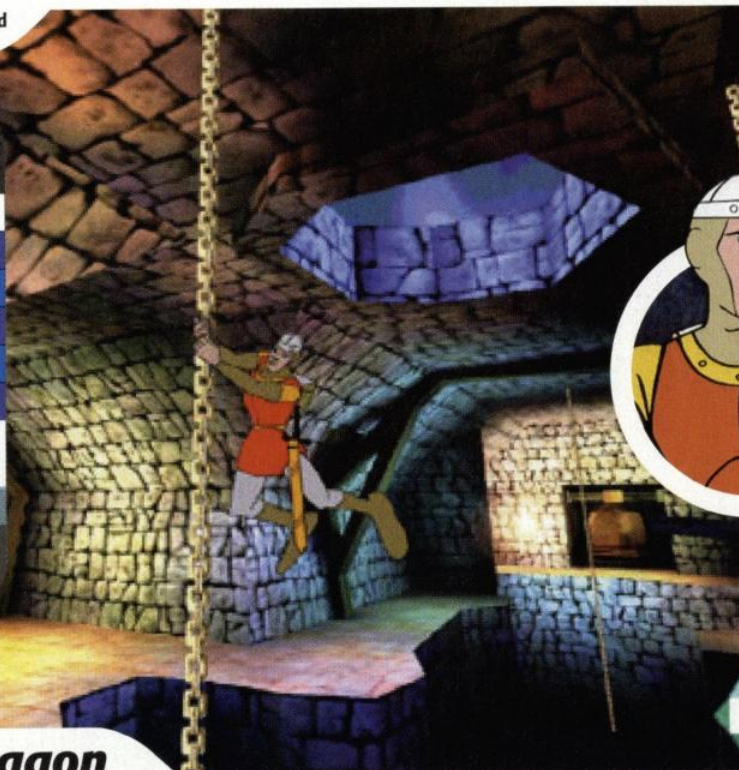
PLAYERS: 1

#### PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL MOVIES X PICTURES ✓

TBA TBA TBA



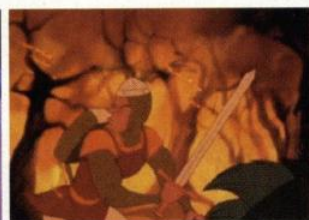
⊕ Pretty visuals have always been the game's main selling point



⊕ The new version will at least be slightly more interactive than its predecessors

Enter the dragon

# DRAGON'S LAIR 3D



**'IT'S LIKE ZELDA'S DUNGEONS NEVER EVEN HAPPENED...'**



⊕ While the environments have been jazzed up, Dirk remains unchanged

Exit the gameplay?

**WAY BEFORE THE** term 'interactive movies' was touted as the future of videogames, and earlier still from when such a term typified style over substance, *Dragons Lair* was, in 1983, all graphics and no gameplay, but all the same it still suckered the masses into parting with their twenty cents pieces.

Now, 20 years after artist Don Bluth hooked up with designer Rick Dyer to create the arcade game, Dirk — a dragon slayer, not Mr Diggler from *Boogie Nights* — is back, and you're not going to believe this, but he's cel-shaded AND 3D!

What this means is that, unlike having to press a direction at a predetermined moment as before, Dirk can now be continually controlled in his platform- jumping and puzzle-solving jaunt around the 250 rooms of a booby trapped castle on his way to rescue the kidnapped princess. It's like *Zelda's* dungeons never even happened...

CUBE





You know the drill

# MR DRILLER DRILL LAND

CUBE

INFORMATION

MR DRILLER DRILL LAND

PUBLISHER: NAMCO

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: PUZZLE

PLAYERS: 1-2

PERCENTAGE COMPLETE

00 25 50 75 100

EXTRA PADS MOVIES PICTURES

TBA OUT NOW Q1

"DREAMCAST PADS BROKE  
AND GBAS EXPLODED  
BECAUSE OF THIS GAME"

Drillin' like a villain, balloon fillin'...

**FOR THOSE NOT** in the know, *Mr Driller* is a game that originally appeared on the Dreamcast, and then later on the GBA. It also made an appearance on the PlayStation, but only in Japan. You've probably taken a browse at the screenshots already and are no doubt alarmed by their simplicity. There's no need. While the game is indeed simple — you have to drill down as fast as you can through the blocks — it's also one of the most addictive games ever. As you can imagine though, Newton doesn't like it if a block

appears to be floating in mid-air and so it will fall down. If the block hits another block of the same colour, a chain reaction is formed, which makes all of the blocks in question disappear. You also have to keep an eye on your oxygen levels, which deplete rapidly. The only option is to drill towards spare tanks dotted around. It may look simple, it may play simple, but Dreamcast pads broke and GBAs exploded because of this game. We await the GameCube version expectantly.

CUBE

Intense puzzle mayhem abounds. Will we never tire of such jollity?

## THE LAY OF THE LAND

MORE THAN A VISUAL DIFFERENCE

There are various themed worlds to fight through in *Drill land* including such delights as Horror Night House and Drindy Adventure. It's not just a visual difference that greets the player though. For example, in the Horror Night House you'll be looking for HP refills rather than oxygen and sage water to defeat enemies. Likewise, in Drindy Adventure there will be spiked blocks to contend with as well as ones that helpfully shoot flames out at you.



Look how colourful it is! It makes you want to snuggle a big rabbit



⌚ The multi-player maze/bomb/power-up action is still addictive



⌚ Now leave, or I will taunt you a second time



⌚ Certain concessions to graphical niceties have to be made for the 'Cube



# BOMBERMAN JETTERS

Jet  
Set Go!

Multiplayer bombing  
all over again!

**EVERYONE LOVES BOMBERMAN** right? When it comes to the multiplayer top five, four-player *Bomberman* is definitely in there, and with *Bomberman Jetters*, Hudson Soft is looking to build on its previous GameCube title. In terms of multiplayer options, *Jetters* merely provides you with more maps, more power-ups and more intense action. As far as the single-player mode goes, Hudson has taken the Charabon part of *Bomberman Generation* and based the entire game around it. This section is now far more important, almost as important as it was with the GBA version.

Whether or not the game will ever

get released outside of Japan is another matter though. It seems doubtful that anyone would pay \$99 for a few more multiplayer options and it doesn't appear to be significantly different to warrant a purchase over the previous version. We'll have a full review next issue.

CUBE

## CUBE

### ⌚ INFORMATION

#### BOMBERMAN JETTERS

PUBLISHER: HUDSON SOFT

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: PUZZLE

PLAYERS: 1-4

#### PERCENTAGE COMPLETE



TOTAL FROM MOVIES X PICTURES

TBA OUT NOW TBA



⌚ Ooh look — it's random option selection time again!

## BOMBS AWAY

### BATTLING INTO THE EARLY HOURS

The single-player mode is pretty irrelevant. What really matters is the four-player mode, and there are plenty of options in this latest version. If you've never sampled the delights of *Bomberman*, then you owe it to yourself to grab a second-hand copy and some extra pads. Oh... and three mates!



⌚ When everyone is fully powered-up, things get pretty intense!

"IT SEEMS DOUBTFUL THAT ANYONE WOULD  
PAY \$99 FOR A FEW MORE MULTIPLAYER OPTIONS"



He's one angry monster!

CUBE

INFORMATION

X-MEN: WOLVERINE'S REVENGE

PUBLISHER: ACTIVISION

DEVELOPER: WARTHOG

ORIGIN: UK

GENRE: ACTION ADVENTURE

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL FROM MOVIES X PICTURES

Q1 '03

TBA

Q1 '03

# X-MEN WOLVERINE'S REVENGE

My, what large teeth  
you have, Mr Wolverine

**YOU MAY HAVE** been slightly put off X-Men-related games after the rather average effort that was *Next Dimension*, but Activision's next offering already looks far more promising. As a third-person adventure based around (you guessed it)

Wolverine, you're in a race against time to find an antidote for a virus that has been released into your system.

This has given the developers a good enough excuse to base a game around Wolverine destroying everything and anything he comes across.

Naturally the crazed ball of hair and blades has plenty of opponent-shredding combos, uppercuts and the

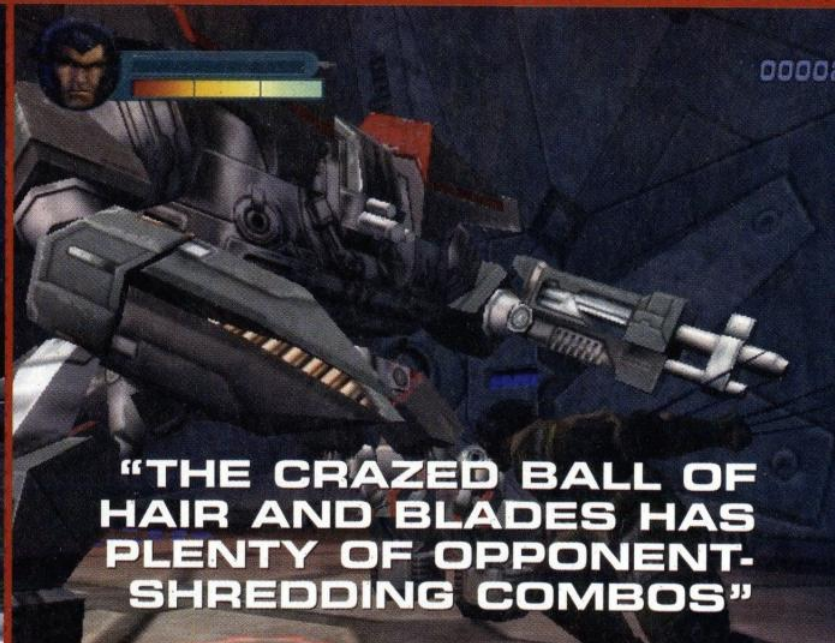
occasional moody stare. The only major worry we have at the moment is that various essential graphical effects haven't been implemented yet. It's looking decidedly PS2 right now, right down to some terrible jaggies. We can only hope that this is changed for the final version. Come on Activision – let's make a big effort for the new year, huh?

CUBE



Surely there's no need for such faffing when you've got swords built into your arms!

Wolverine challenges all-comers to a dance off



"THE CRAZED BALL OF  
HAIR AND BLADES HAS  
PLENTY OF OPPONENT-  
SHREDDING COMBOS"



## CUBE

### ⊗ INFORMATION

#### LOST KINGDOMS 2

PUBLISHER: ACTIVISION

DEVELOPER: FROM SOFTWARE

ORIGIN: JAPAN

GENRE: RPG

PLAYERS: 1-2

#### PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL FRAMES MOVIES X PICTURES ✓

UK APR '03 JPN OUT NOW USA MAY '03

## Get lost!

145/300



⊗ Expect a wide range of spells and weapons – the staple of any good RPG experience

⊗ There's the busty woman. Now we just need a dwarf, a wizard and a barbarian



⊗ There's rather a stigma about RPGs which is shame as some are truly great games

# LOST KINGDOMS 2

Gotta catch 'em all...

**REMOVE YOUR GAUNTLET** of cynicism and don your hit point increased broadsword of expectation as From Software presents a sequel to *Lost Kingdoms*. Whilst the original *Lost Kingdoms* (called *Rune* in the US and Japan) cleaved opinion in two amongst those who thought it a middling top trumps, and those who deemed it an engrossing strategy. Well now the sequel is upon us and promises to convert even those for whom 'RPG' is a four letter word.

Set 200 years after its predecessor, *Lost Kingdoms 2* is a typical sequel in that it's more of the same only bigger, better and bolder. So, expect even more forests, mountains and fortress-laden environments (there are 26 in total). There are also over 200 creature cards, including 100 new summons cards, and a two-player versus mode where players can take their card collections and battle till their eyes fall out from the card dealing intensity of it all.

With no other real competition out there at present, it seems that *Lost Kingdoms 2* will, when it launches, have the heroine-driven, random battle, playing card themed RPG niche all to itself.

CUBE

⊗ Why are all fantasy worlds full of nasty monsters?



# AUSTRALIA'S BIGGEST, BEST AND 100% UNOFFICIAL XBOX MAGAZINE



# OUT NOW!



CUBE

⊕ INFORMATION

LAMBORGHINI

PUBLISHER: RAGE

DEVELOPER: RAGE

ORIGIN: UK

GENRE: RACING

PLAYERS: 1-2

PERCENTAGE COMPLETE



⊕ AT-A-GLANCE

■ ALL LAMBORGHINI'S EVER MADE

■ ARCADE MODE

■ CHAMPIONSHIP LEAGUE

■ GARAGE AND REPAIR OPTIONS

■ DRIVING CHALLENGES

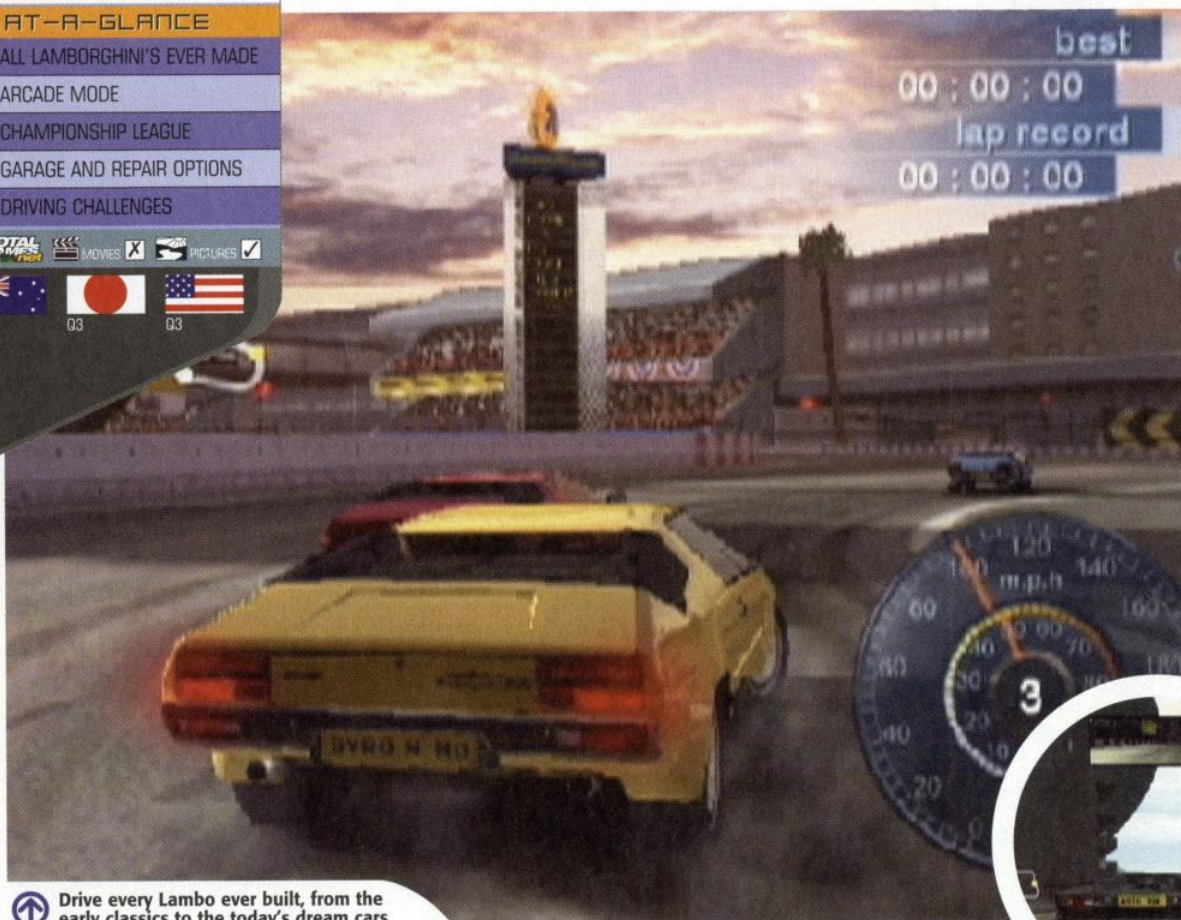
Ⓜ MOVIES X Ⓜ PICTURES ✓

03 03 03

Smashing Drive...

# LAMBORGHINI

Ear bleeding engine noise and a similarly painful price tag — this can only be Lamborghini



⊕ Drive every Lambo ever built, from the early classics to the today's dream cars

**FORGET GRAN Turismo** and all that reverse parking a Nissan Micra crap — Rage knows what you really want from a driving game. Yes, what you actually lust for in a racer is a clutch of exotic and svelte supercars costing more than you'll ever earn, and a stretch of tarmac on which to rag them to bits — and that's exactly what the British developers are giving you.

As the eponymous title would have you believe, Rage's driving game features only vehicles from the illustrious Italian manufacturer. So, whilst many driving games reward you

with a Lamborghini as a final vehicle, you begin this game already part of the millionaires club, sitting behind the wheel of a gleaming V8.

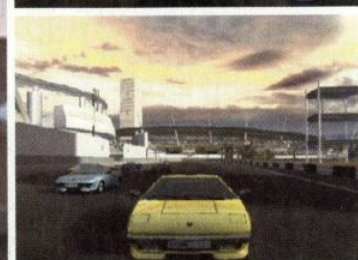
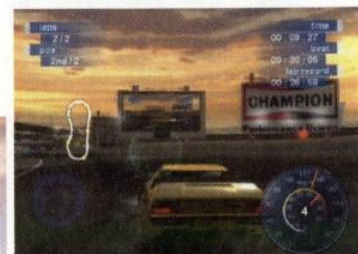
While the game features the option to own and drive all the cars ever made by Lamborghini, you'll only be able to afford to stash a livery of these cars in your garage by earning cash in races.

Taking in a range of track locations from Sydney to Las Vegas and Rome, *Lamborghini* also incorporates some more novel ways of raking in the lucre.

Periodically, one of your fellow

competitors will challenge you to a head-to-head where you set the money at stake. Even better though, you'll sometimes be asked to a pink slip race where the winner drives off with the others' Lambo! Don't be too cocky though; smash up your car and you'll foot the repair bill. If you don't have the funds then it's game over.

The visuals match the splendour of the cars on show and a finely tuned game engine make *Lamborghini* a real head turner. Certainly one to watch.



⊕ Nice car, but you wouldn't want it in yellow, would you?





## PREVIOUS

FROM THE MAKERS OF...

### ROCKY

A high quality boxing game which, apart from *Punch Out!*, is the undisputed king of the Nintendo ring.

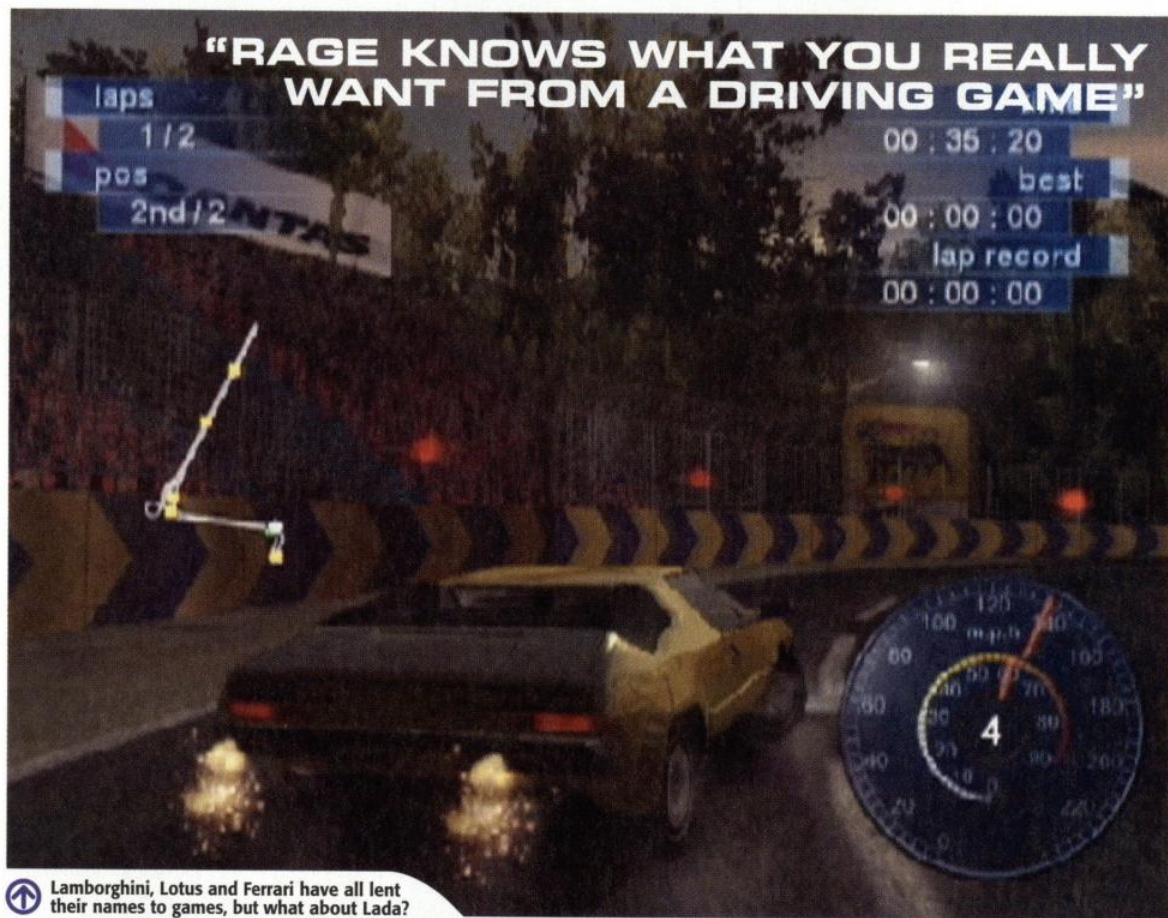


TOTALGAMES.NET RATING: 83%

## WHAT'S THE DAMAGE?

### TAKE IT EASY IN THE CORNERS, MATE!

Unlike most games tied a manufacturer, *Lamborghini* features cars that actually bend, bump and deform. Although you won't witness your motor disintegrate before your eyes, if you plough into a barrier you'll visibly dent the body work. Admittedly, this is hardly a revolution in collision detection but at least it's an improvement over the many indestructible digital motors out there.



Lamborghini, Lotus and Ferrari have all lent their names to games, but what about Lada?

FACT

## TIME SPLITTERS

At any time during a race, you can press Pause and marvel at a panoramic sweep of your car frozen in time – utterly pointless, but pretty all the same.

Good to see everyone keeping their distance. Don't want a prang!



## EARN A MAJOR SECOND INCOME...

A further way to get some readies along with winning races, selling your cars and winning bets, is to complete some of the challenge modes. Initially, there's an overtaking challenge, an eliminator and a perfect lap mode to try your leather-gloved hand at. The overtaking task gives you 100 seconds to pass five other Lamborghinis. The eliminator sees the last placed competitor disqualified after every lap, whilst to complete the perfect lap challenge you need not only to drive a fast time, but also, not leave the asphalt. In fact, the perfect lap challenge is very useful training because in actual races, whenever you do leave the track, your costly car travels slower than a milk float.



Earn money for new and cooler models in the Challenge mode



## CUBE

SAYS...

### FIRST IMPRESSION

Whilst buying, selling and raking in prize money is all well and good, there's nothing quite as tense as entering a pink slip challenge knowing that if you screw up, then you've lost your prized Lamborghini. But if you win, you've got yourself a brand new motor to play with, and that's what this game is all about – the greed for some of the greatest cars ever made.

CUBE



Evil revisited

RESIDENT EVIL 2/3:  
NEMESIS

CUBE

INFORMATION

RE2/RE3: NEMESIS

PUBLISHER: CAPCOM

DEVELOPER: IN-HOUSE

ORIGIN: JAPAN

GENRE: SURVIVAL HORROR

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL CAPCOM MOVIES X PICTURES

MAY '03 OUT NOW OUT NOW



It's a given that the graphics look very ragged by today's standards, but the atmosphere remains

Stop your grinnin' and fill your linen!

**IF THIS MONTH'S** *Resident Evil* Zero review has fuelled your zombie-busting whimsy, you might be pleased to learn that episode 2 and 3 of the saga will be slithering your way in May. Don't expect the complete overhaul of *Remake* though. What we're looking at here are straight ports of N64 *Resident Evil 2* and the Dreamcast version of the much-underrated *Nemesis*. Both are to be released on the same day, although not as a double pack as we'd hoped.

They're currently undergoing final localisation and will be out in Japan and the US long before you read this. As usual, the question of why Australia has to wait a further four months is unlikely to be answered in any satisfactory way, but both games will look identical to the versions from which they're ported, which in turn were basically polished-up ports of the PSOne originals.

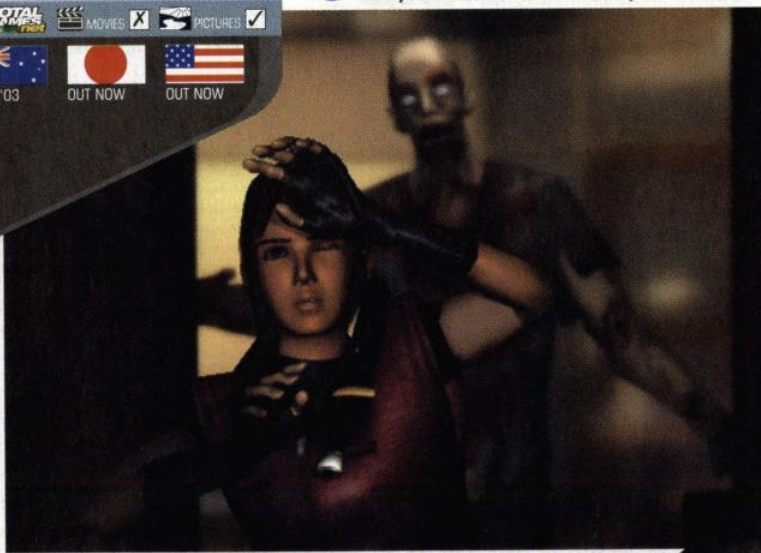
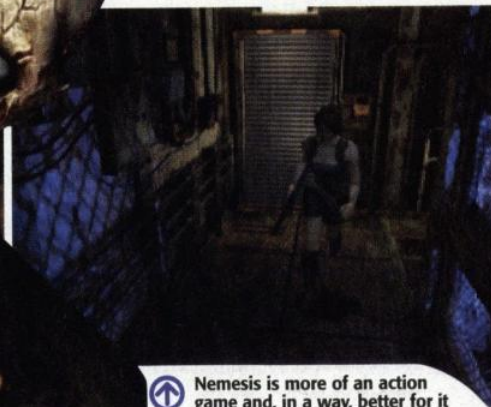
Fans of the series might welcome the chance to replay these games, while newcomers will have the

opportunity to fill in the storyline blanks. Further to that, a version of *Code: Veronica*, the fourth game in the series (not to be confused with *Resident Evil 4*, of course) is in the pipeline as well, although no release date has yet been confirmed.

For those who didn't play these games first time around, *Resident Evil 2* is essentially a more sprawling variant on the original's style. Acclaimed by some as the best of the PSOne trilogy, it contains two adventures in one, featuring Leon Kennedy and Claire Redfield. *Nemesis* follows Jill Valentine with a more gung-ho spin on the action, putting less emphasis on puzzles and more on simply blasting the undead citizens of Raccoon City with powerful handguns and automatic weapons.

If you can forgive the inevitable graphical deficiencies, these are two very fine games, but whether or not they can justify a full price purchase is highly debatable. We'll give you the bottom line nearer the time.

CUBE

It's easy to forget how ground-breaking *Res Evil* was when it first came out

Nemesis is more of an action game and, in a way, better for it



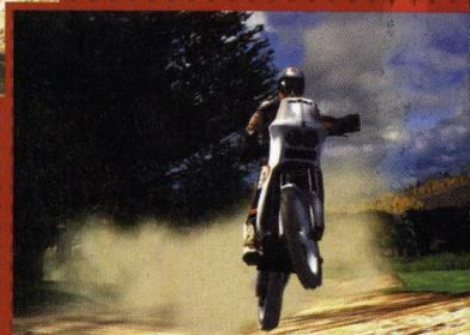




PREVIEW



It all looks a bit lush and green for the Sahara, don't you think?



## Rally-oop

CUBE

INFORMATION

DAKAR 2

PUBLISHER: ACCLAIM

DEVELOPER: IN-HOUSE

ORIGIN: UK

GENRE: RACING

PLAYERS: 1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL POINTS MOVIES X PICTURES



FEB '03 TBA TBA

# DAKAR 2

## The route of all evil...

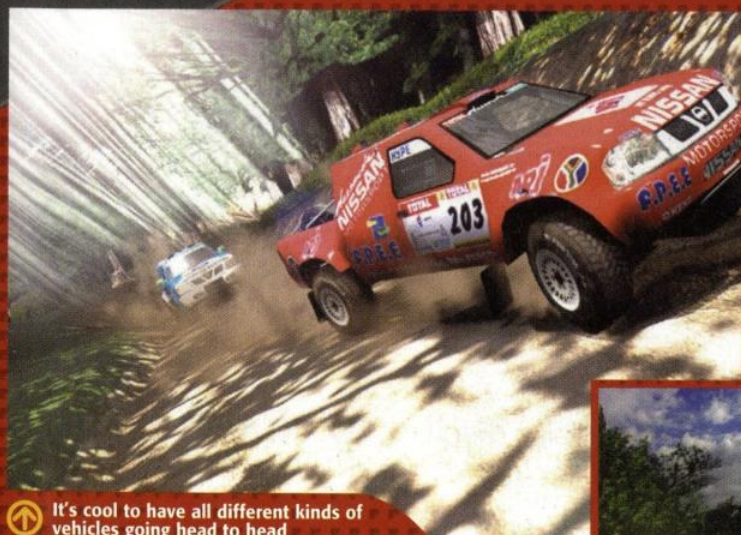
**WORKING IN** the publishing business, you learn to cope with many things; deadlines, bosses, faulty review code, hangovers, etc. These are just a few of the contentious issues we have to deal with in any given month. From experience we derive solutions, in the examples given, these being coffee, alcohol, alcohol and coffee respectively. However, one problem that has never

been adequately resolved is the build up of paper that occurs over the course of an issue. It eventually consumes one's entire desk and, come deadline week, will inevitably have encroached a good six to eight inches into the adjoining desk space. A significant proportion of the total mass can be attributed to press releases. These, for those of you unversed in the ways of media, are helpful, fact-filled documents written by PR people to explain how *Xtreme Pro Micro Scooter 2003* is the greatest thing to happen to video gaming since someone suggested that two lines and a square on a TV screen could be made to approximate a game of table tennis and might be 'a bit of a laugh'. Such things are duly 'filed' for future reference and not thought of again until the end of deadline when the desk's entire contents is ceremonially emptied into a bin bag in preparation for the new issue. Sometimes however, something on a press release catches the eye. In the

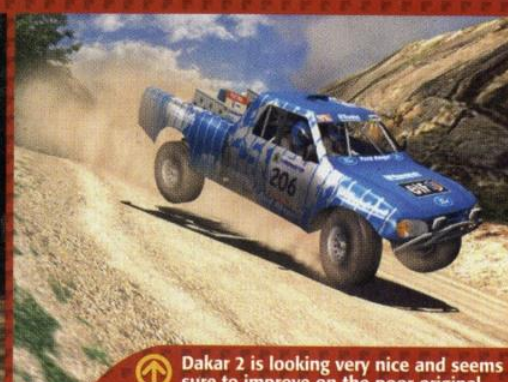
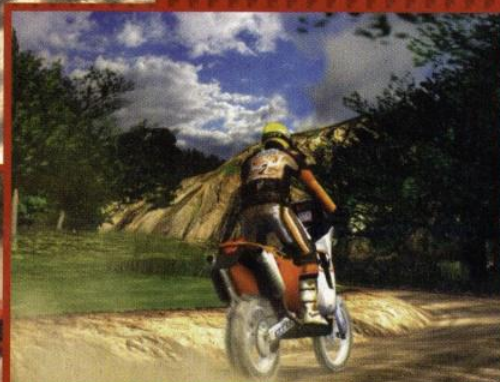
case of *Dakar 2*, it was the headline, the 'grabber' if you will: "Acclaim Entertainment takes arcade racing to new depths with *Dakar 2* for all next-generation systems."

It's reasonably safe to second guess the message they were trying to get across, but nevertheless it seems a little misjudged — or perhaps not, since *Dakar 2* is the follow-up to last year's bog-awful *Paris Dakar Rally* on PS2. In fairness, we can only assume that the decision to make a sequel has been taken on the basis that it's a potentially good license and worthy of having a decent game to hang on it. Therefore, Acclaim's UK development studio is making a good fist of rectifying the wrongs of the original. As before there'll be a wide range of off-road vehicles to choose from. Quads, jeeps, rally cars and so on. Obviously the Sahara desert setting won't offer much scope for graphical variety, but surely they can't make such a hash of it second time around. We shall see.

CUBE



It's cool to have all different kinds of vehicles going head to head



Dakar 2 is looking very nice and seems sure to improve on the poor original

037

CUBE



# CUBE IN-DEPTH

## CUBE

### INFORMATION

PRODUCT NO 03

PUBLISHER: CAPCOM

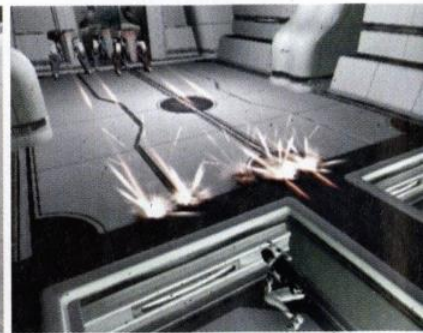
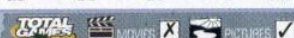
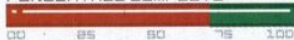
DEVELOPER: PRODUCTION STUDIO 4

ORIGIN: JAPAN

GENRE: SHOOT-'EM-UP

PLAYERS: 1

PERCENTAGE COMPLETE



When the going gets tough, Vanessa gets going...



# PRODUCT

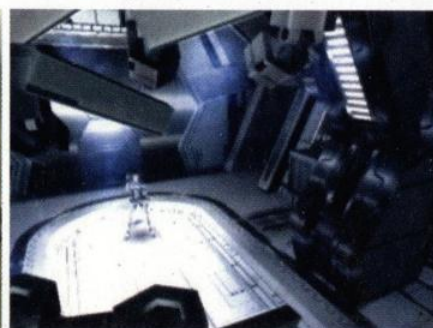
**IT'S REALLY NICE** when games come out of nowhere. We only found out two months ago that *Product No. 03* had been in full production ever since *Resident Evil Remake* was finished. Despite the fact that it will be out in Japan within six weeks, we know very little about it. The project is the first of five titles currently being worked on by Capcom's GameCube-

dedicated Production Studio 4. Mikami-san (*Resident Evil* series) takes up the director's chair while Kobayashi-san (*Devil May Cry*, *Resident Evil/Dino Crisis*) is producing the title. The talented pair have had masses of experience with the GameCube — both were involved deeply in the creation of *Resident Evil Remake* and *Resident Evil Zero*, therefore you can be sure that they will both be pushing their team to get even more from the

hardware. More than *Resident Evil Zero*? Is that really possible? Mikami-san seems to think so. In reality *Product No. 03* has been developed almost in tandem with *Resident Evil Zero* — they share the same basic graphics engine, which is very apparent from the character modelling. The only technical difference between the two is that *Product No. 03* has fully modelled (as opposed to pre-rendered) surroundings. The graphical distortions,



**"PN 03 HAS BEEN DEVELOPED ALMOST IN TANDEM WITH RE ZERO – THEY BOTH SHARE THE SAME BASIC GRAPHICS ENGINE"**



## BACKUP PLAN

GUNS ARE SO PASS

■ Vanessa does have a laser gun tucked away somewhere, but there are other more versatile weapons at her disposal, such as the ability to fire energy balls from the palms of her hands via the special device on her back.

## NICE LEGS

CAPCOM AT ITS BEST

■ Technically, *Product No. 03* shares a lot in common with *Resident Evil Zero*. You can see from the character modelling that Vanessa is as detailed (if not more detailed) than Rebecca, Billy and the rest of the *Zero* cast.

## FULLY CURVACIOUS!

WHAT GOES AROUND...

■ Due to the polygon-intense models that perfect curves require, curved architecture is sparingly used in videogames. *Product No. 03* breaks that trend however, and is characterised by its many curves.

## PREVIOUS

FROM THE MAKERS OF...

RESIDENT EVIL ZERO

■ The best-looking survival horror on the market, and the perfect companion to the original scare-fest. Eeuurghh...

TOTALGAMES.NET RATING: 90%

# NO. 03

particle effects, depth of field and superb character modelling found in *Resident Evil Zero* are all in place though. Lead character Vanessa Z Schneider is as detailed as Billy Cohen or Rebecca Chambers, albeit boasting a stylish, futuristic, all-in-one combat outfit.

The general idea behind the game is that the planet's CAMS (Computer Arms Management System) has gone haywire

and taken over a remote colony. The CAMS' victims include, among others, Vanessa's family. As time goes by, the CAMS' influence is spreading to any robotic device it gets its probes on. As part of her plan of mass destruction, Vanessa trains herself to be a professional robot slayer. Think of her as Buffy... with a gun.

The action starts soon after the CAMS takes control of the first colony. The

settlement really is in the middle of nowhere, surrounded by a barren, windswept wasteland. Despite only having been in control for a short time the CAMS has already taken the defence system and has made substantial improvements. Expect to be greeted by gun turrets that rise out of the ground long before you get anywhere near the main facility. It's going to be a tough one!

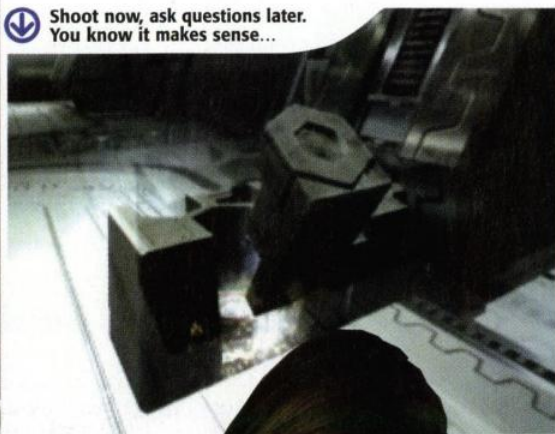


⬆ Kobayashi-san (left) and Mikami-san chat about the complexities of keeping a white tuxedo clean





Shoot now, ask questions later.  
You know it makes sense...



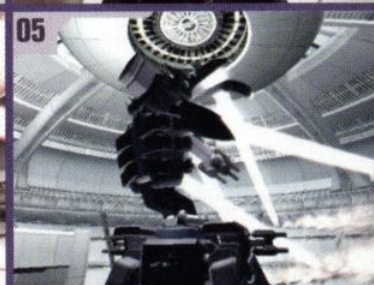
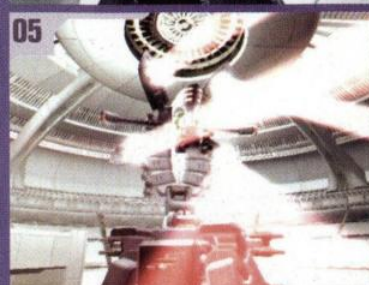
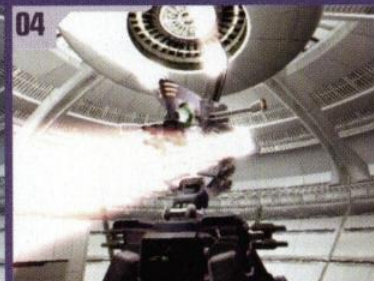
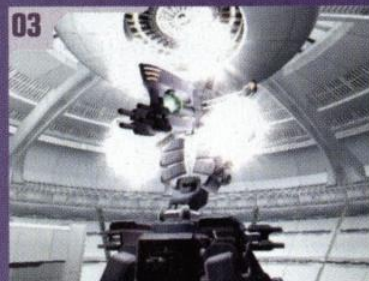
## ROBOT WARS

THE BIGGER THEY ARE...

The first impression of this boss is that it's a slightly larger version of the guard robots. Upon closer inspection though, the truth becomes apparent. After a few seconds the light conductors will appear and four massive lasers will begin to scour the room, leaving molten scars in their wake. Aside from these, the boss

has two banks of six floating mines, a mini-gun and four sentry gun units.

The only weak spots on this giant battle droid are the power regulators right at the top and the base. They're still protected by armour plating however, and will take a lot of pounding before the vulnerable innards are uncovered.



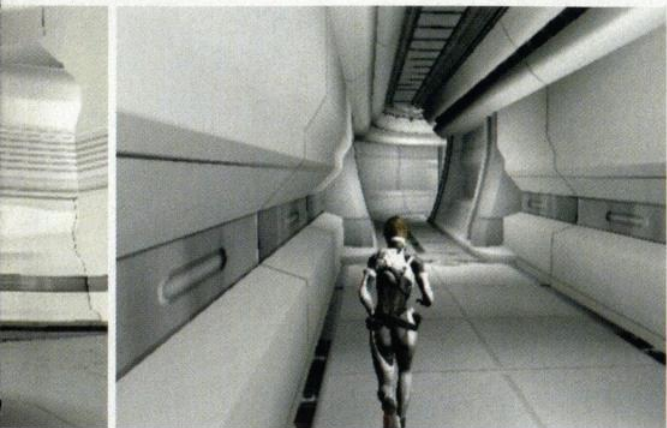
Upgrades can be found as you progress through the game



**THE FIRST THING** that hits you when you look at the screenshots is just how clinical everything is. From the logo to the character design to the surroundings, everything is decidedly black and white. Apparently, this is the atmosphere that Capcom initially is trying to create. In typical Capcom fashion, we won't see much outside of the two levels on show at the moment, until the game is in our hands. *Product No 03* is set in the future, in a time when entire facilities can be run by robots and highly advanced AI routines. As such the research facilities are in pristine condition — no footprints, no dusts, no stains and no humans, save for the small colony kept on-site just in case. The main research facility shown



**"VANESSA CAN INCORPORATE CERTAIN TECHNOLOGIES INTO HER SUIT, GIVING HER ACCESS TO SOME AMAZING NEW ABILITIES"**

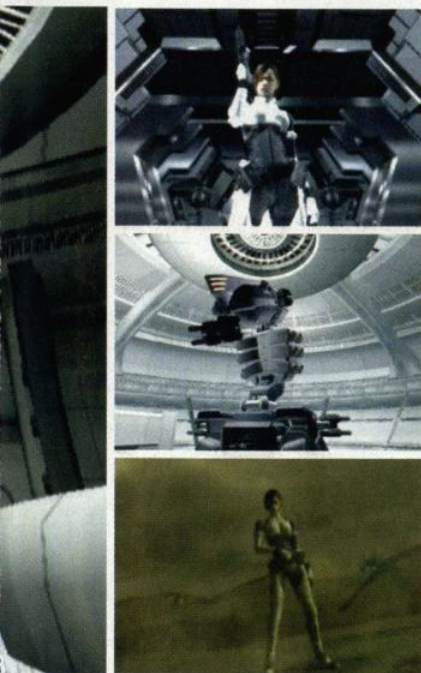


⬆ It's quiet... too quiet in fact. You just know that something bad is going to happen

## POWER AT YOUR FINGERTIPS

### HANDS UP, BABY HANDS UP!

We already knew about Vanessa's custom-made laser gun, but we didn't know about any of her other abilities. After defeating the facility boss, the mercenary robot killer, she will have access to a new gadget. This slots onto her back and takes the form of several metal spikes. These protrusions act as conductors, absorbing light and converting the energy into an electromagnetic field capable of firing projectile bolts. These bolts are channelled through Vanessa's suit and can be directed via her hands. Working like a Chaff Grenade, lesser enemies can be completely shut down, whereas the more advanced adversaries can be stalled for a few seconds.



## FLIPPIN 'ECK!

### QUICK AS A FLASH

Vanessa's agility is just as important as her weaponry, and with the two combined she's pretty much unstoppable. It would be foolish to go head-on with even the weakest of robot foes — after all, a laser to the chest is painful no matter who you are. Instead, she can hide around corners and somersault across a corridor in the blink of an eye. She moves too quickly for the enemies to lock onto her and while she's darting around, she can fire off a few rounds to take any lurking enemies out before they're able to target her. She can also peer and fire around corners.

⬇ Miss Schneider makes shooting look like an art form

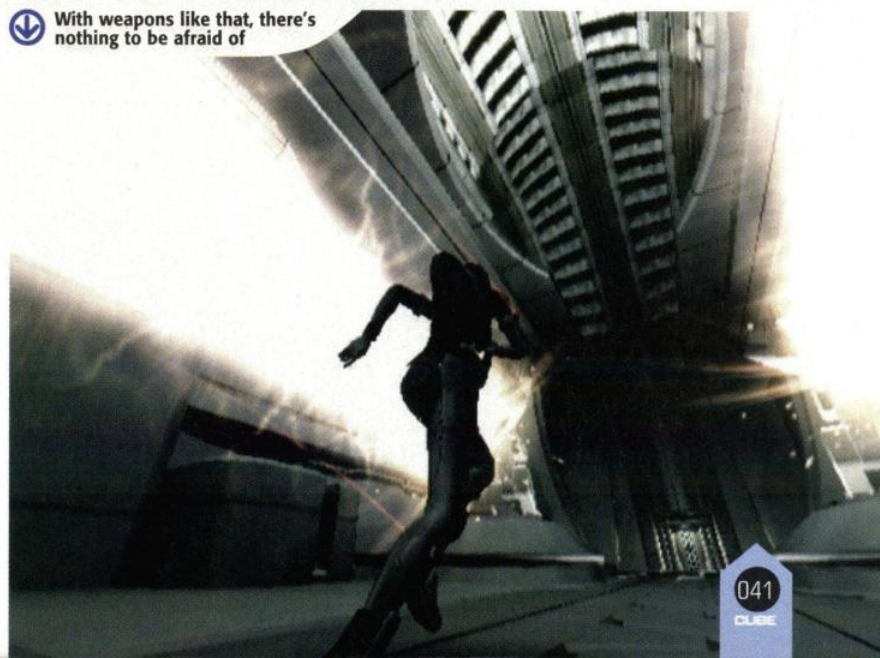


in the screenshots is a perfect example. Being completely self-sufficient it can afford to be situated in the middle of nowhere. Actually the perfect analogy is the colony from *Aliens*. Replace the aliens with robots under the control of the mother brain from *Resident Evil* (the film) and you begin to get the idea.

Vanessa is a bit like Ripley — out for revenge and more than capable of doing the job. Her skin-tight outfit isn't just there for show (you could've fooled us). As well as providing her with a layer of armour, it also holds Chaff Grenades (used to shut down electronic devices) and has an upgrade slot on the back. Initially, Vanessa has to rely on her laser gun to hold off the

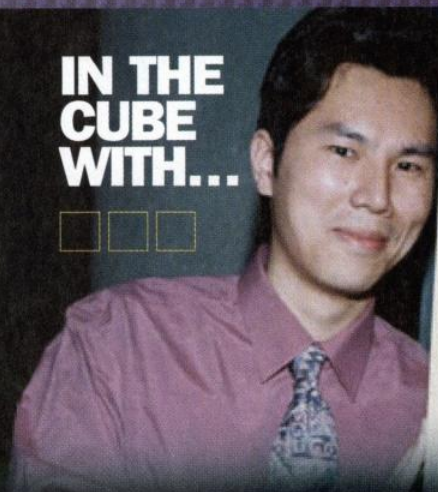
hordes of computer controlled defence systems, but the upgrade allows her to channel energy through her hands. The device is held by the first boss in the game, a 20-foot tall maintenance droid. Once defeated, Vanessa can incorporate the technology into her suit, thus giving her the ability to absorb light and channel it through her hands as an electromagnetic energy ball. Being electromagnetic, the projectiles home in on targets automatically. Other than this ability, Capcom isn't saying what other offensive tricks Miss Schneider has up her sleeves, but you can be sure that there will be multiple upgrades for the laser gun and several other bonus weapons.

⬇ With weapons like that, there's nothing to be afraid of





## IN THE CUBE WITH...



## HIROYUKI KOBAYASHI

POSITION: PRODUCER, PRODUCTION STUDIO 4  
COMPANY: CAPCOM

**CUBE:** How did you get into the videogames industry?

**HK:** I joined Capcom right after I'd finished my degree in university.

**CUBE:** What are your Top 3 videogames of all time?

**HK:** *The Adventures of Link* (NES), *Super Mario Bros.* and *The Tower of DRUAGA*.

**CUBE:** What games have you worked on in the past?

**HK:** *Resident Evil* series, *Devil May Cry* (PS2) and the *Dino Crisis* series.

**CUBE:** You're well known for wearing stunning suits and tuxedos to industry events. Just how many do you have?

**HK:** The white tux was made especially for the Production Studio 4 event. Actually, it belongs to Capcom — it's not mine...

**CUBE:** What games have inspired you during the development of *Product Number 03*?

**HK:** It's not just games that inspire me. Producers and directors also bring many ideas and inspiration from many kinds of things in life.

**CUBE:** Can you tell us a little more about the actions that Vanessa will be able to perform?

**HK:** Vanessa's movement is akin to that of a dancer or a performer. Her movements will reflect this.

**CUBE:** Is Vanessa limited to one weapon?

**HK:** She is not going to carry a standard weapon as was the original plan for the game. Instead, she will strike an enemy with a razor beam that will be expelled from her bare hands!

**CUBE:** So far we've only seen two areas — the white research center and the sandy outside section. What other areas will we find in the game?

**HK:** Those images were just shown to give examples of the indoor and

outdoor stages of this title. There will be more stages and what I can tell you now is that the rest of the game will be made up of far more indoor stages.

**CUBE:** From what we've seen, *Product Number 03* visually looks like a cross between *Tomb Raider*, *Metal Gear Solid*, *Time Crisis* and *Sin And Punishment*. What other games would you compare it to?

**HK:** From a visual point of view, *PN03* could look similar to those titles. However, it is basically an arcade-style shooting game, so there will be no deep storyline in the game. (This is a bit contradictory as Director Mikami-san commented on the fact that he wanted an involving storyline. Hmmmm... — **CUBE:**)

**CUBE:** What are the metal spikes on Vanessa's back used for? Can you find other upgrades in the game?

**HK:** Sorry, I can't comment on this.

**CUBE:** Grrrr... as we suspected.

**CUBE:** What are your thoughts on the GameCube as a games machine? Do you think you have reached the limits of its technical capabilities?

**HK:** I think the GameCube is spectacular. To be honest, I didn't set out to use the full technical capability of the GameCube. It is important for us to make good use of the machine case by case, title by title.

**CUBE:** It must be strange to work with two different Directors at once. What are the main differences in working with Shibata-san and Mikami-san?

**HK:** Mikami is the Director of *Product Number 03*, however, he is also my boss... so, it is hard for me to make a comment on him as a Director. For Shibata, *Biohazard 4* will be the first title under his direction. At the moment, his potential is a wild card.



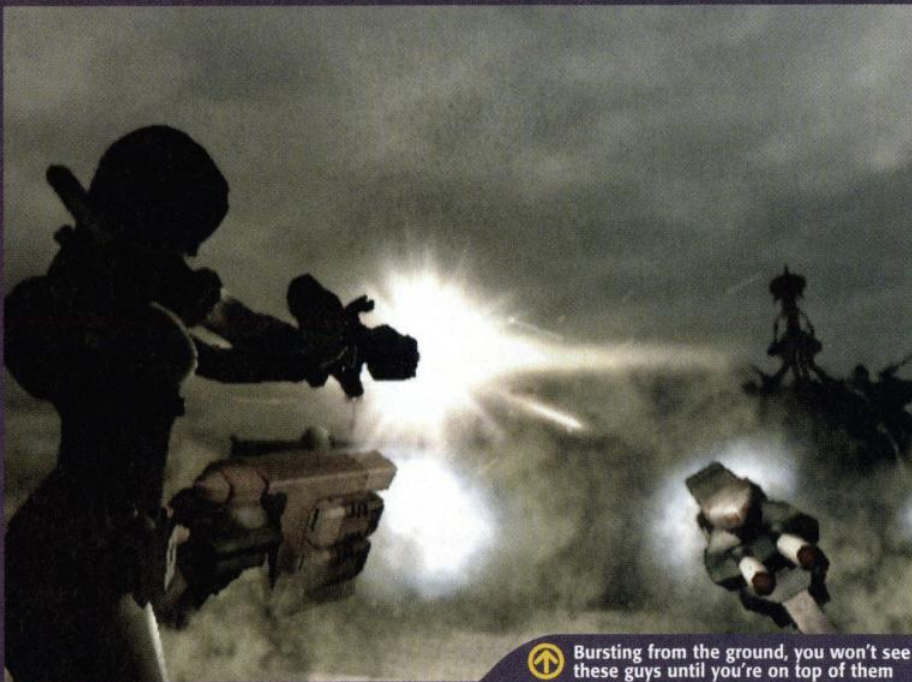
⬆ Watching Vanessa move is akin to watching Britney dance. Bring it on...



## LOOKING GOOD

### ROBOTS THAT WALK THE WALK...

Mikami-san's team has spent a lot of time and energy on the animations. Vanessa bounces around the rooms convincingly, reacting to gravity and momentum in a realistic, yet fun manner. The robots are even more pleasing. Some slowly whirl into gear as their compartments open and weapons slide out. Others are extremely fast, darting around almost as fast as Vanessa. Finally, there are the big boys; these heavy artillery tanks resemble RoboCop's ED-209 — You can feel the ground shake as they plod along the corridor searching for you.

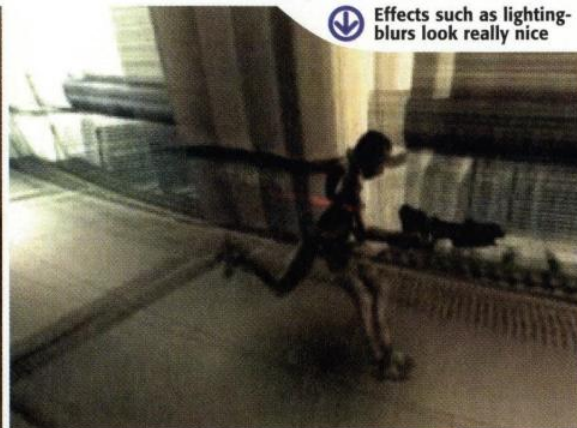


⬆ Bursting from the ground, you won't see these guys until you're on top of them





**"THE HEAVY ARTILLERY TANKS RESEMBLE ROBOCOP'S ED-209 — YOU CAN FEEL THE GROUND SHAKE AS THEY PLOD ALONG THE CORRIDOR"**



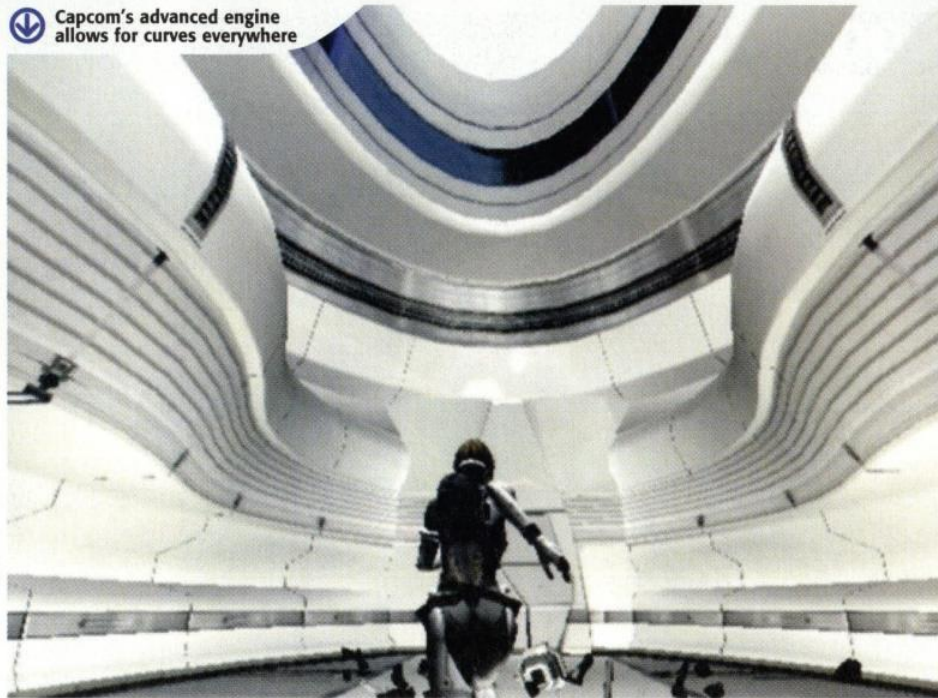
Effects such as lighting-blurs look really nice

## EERIE SILENCES

### LIFE-SIGN SCAN... POSITIVE

The initial environments in the game are quite sparse. The very first section is a barren, sandy plain with the research facility in the distance. The facility is clinically clean, curvaceous and void of anything save security devices, monitors and the occasional storage crate. This is purely because the facility has been under robot control for a long time. As the CAMS' control reaches into other territories, Vanessa will inevitably come across colonies that were inhabited by humans in the past, and these areas are very different in appearance.

Capcom's advanced engine allows for curves everywhere



Capcom has revealed eight enemies so far, and these are:

- **Guards:** these guys are about eight-feet tall and move relatively slow, because all they do is guard doorways. They always seem to come in pairs and each one has a machine gun mounted on each arm.
- **Sentry Guns:** equipped with motion sensors, these defences are generally found at corridor junctions and over the entrances to important areas. Accurate and deadly, the only way to take them out is to keep moving and look for an opening.
- **Perimeter Cannons:** these external defences are designed to take out any vehicles approaching the facility. Each unit holds a bank of laser cannons that

appears from the ground only when you're nearly on top of it.

- **Floating Sentries:** certain sections of the facility have strange banks that hold six cylinders. These are in fact laser-equipped sentries and each one can be fired off individually. Once launched, they'll open up, revealing two anti-gravity panels that enable them to float around the corridors.
- **Speeder Bikes:** unmanned anti-gravity units that can pursue an enemy at high speed across the perimeter wastelands. Equipped with twin laser cannons.
- **Mobile Defence Unit:** a 20-foot long, four-legged defence unit that holds multiple laser cannons and a super plasma-launcher. Very rare but very deadly.

- **Perimeter Boss:** an enormous tank that bursts out of the ground as a final line of defence before you're able to enter the facility.

- **AAF-03 Sonnenblume:** located in the heart of the facility, this boss uses a fan-like contraption to convert energy into four extremely powerful lasers.

All the enemies mentioned above are from the opening section of the game. To put it into perspective, the facility section is the equivalent of the train in *Resident Evil Zero*. There's a lot more to come and we can only imagine what else Mikami-san and his creative team have in store for us between this and the final confrontation with the CAMS.

CUBE

## CUBE

SAYS...

FIRST IMPRESSION

■ So now you've got a fair idea of what Capcom's next project is all about. Still, the information we have is just the tip of the iceberg — we know very little about the game beyond what you see here and, as always, we'll have to spend a lot of time with it before we can say more. One thing's for sure though — Capcom and, more specifically, Mikami-san, hasn't disappointed us so far.

CUBE



# CUBE

ISSUE SIX

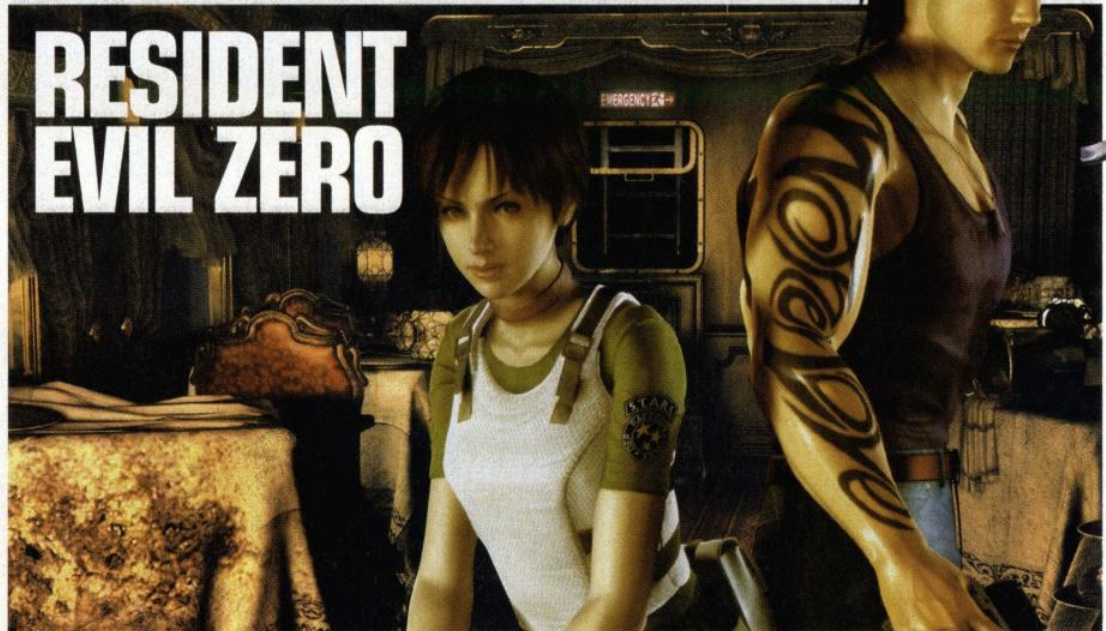
## REVIEWS

NEW GAMES IN FULL BLOSSOM

**MARCH: IT'S THE** new Christmas. Well, it is if you're a GameCube owner anyway. We probably don't need to remind you what a bad period December was for GameCube software, but we've always kept the faith because we knew what was just around the corner. That corner has been turned and with *RE Zero*, *Super Monkey Ball 2*, *Rayman 3*, *Two Towers*, *Mortal Kombat* and *ATV 2* either on the shelves or just about to hit, there's something in there for everyone.

That's one hell of an Easter warm-up but there's only one game you need to worry about – *Metroid Prime*. Yes, Christmas was a let down, but with all the food, drink, and sun, there wasn't much room for gaming. This is the time when you really need your games, and this is the time when Nintendo delivers. Import-wise things have never slowed down. *Skies Of Arcadia*? *Winning Eleven 6*? Oh, and those three minor titles... what were they again? *Soul* something, *Product* something and some sort of Fantasy thing, all in March. Get in!

■ CHANDRA NAIR



### RESIDENT EVIL ZERO

Thought the *Resident Evil* formula was getting tired? Think again. It's nowhere near as scary as we might have liked, but it's still an amazing game with enough new additions to keep everyone happy.

46

## CUBISTS

THESE HOT SUMMER MONTHS ARE TAKING THEIR TOLL ON THE TEAM. JUST HOW DO WE GET THROUGH?

### MILES GUTTERY



EDITOR,  
CUBE

#### FAVE SUMMER CLOTHING:

Fluorescent green board shorts  
**THIS MONTH:** Miles celebrated the New Year by dying his hair blonde. He soon realised that his golden locks actually absorbed the sunlight instead of reflecting it and making him cool, so he's resorted to wearing a white, girly sarong.

### CHANDRA NAIR



DEPUTY EDITOR,  
CUBE

#### FAVE SUMMER CLOTHING:

Quicksilver Vest  
**THIS MONTH:** Chandra has taken to showing off his Cube player's arms this summer. He has been sporting nothing else but a vest and boardies every day for months now, but he still gets mistaken for a match stick when he walks past.

### BYRON WILKINSON



STAFF WRITER,  
CUBE

#### FAVE SUMMER CLOTHING:

Handkerchief facemask  
**THIS MONTH:** The Wilko Dilemma continues apace as Byron takes up the handkerchief as a permanent accessory. Granted, it protects him from the pollution in Oxford Street, but the side effect is that he resembles a cowboy. Yeehaa!

### SANNA TAGHAROB



SUB EDITOR,  
CUBE

#### FAVE SUMMER CLOTHING:

A purple rashvest  
**THIS MONTH:** Sanna's idea of fun is jumping into the sea at 7am and paddling around for a few hours. Our very own mermaid stays cool by diving off her board and hanging out with the fishes. Let's hope she doesn't get hooked.

### GARY ADAMS



STAFF WRITER,  
PLAY

#### FAVE SUMMER CLOTHING:

Chequered slip-ons  
**THIS MONTH:** The key to staying cool is to protect the extremities. Gary has combatted his easy-burning hotspots by covering his feet with his beloved black and white, chequered slip-ons. They are now a regular occurrence.

### MARTIN MATHERS



DEPUTY EDITOR,  
GAMES™

#### FAVE SUMMER CLOTHING:

His *Animal Crossing* friends  
**THIS MONTH:** Martin is quite content to stay 'virtually cool'. Temperature is all in the mind, apparently, and Martin's mind is locked away in his wonderful *Animal Crossing* village. As long as he's got air con in Alftown, he'll be just fine.

### STEPHANIE PEAT



SENIOR DESIGNER,  
CUBE

#### FAVE SUMMER CLOTHING:

As little as possible!  
**THIS MONTH:** You could be mistaken for thinking that Steph has just stepped off the beach when she arrives to work – that's how little she wears. Five minutes later she starts moaning that she's too cold. Erm, der?

### NICK TRENT



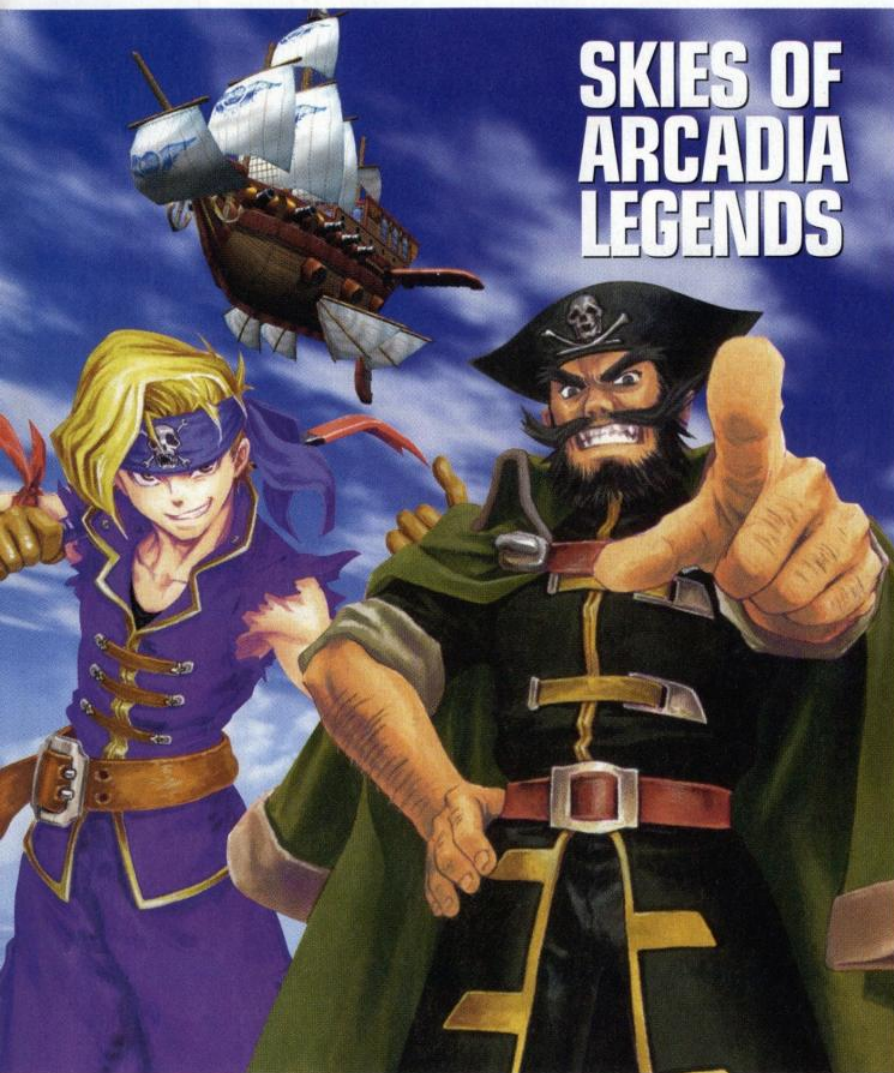
ART EDITOR,  
CUBE

#### FAVE SNUGGLY CLOTHING:

Hoody jacket  
**THIS MONTH:** Our design king went to see *8 Mile*. As well as all manner of slang phrases and poses, he also learned how to dress. With his hood up and his hands in his pockets, Trenty doesn't stop sweating all day.



# 100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST



## SKIES OF ARCADIA LEGENDS

**72** SEGA's classic swashbuckling RPG finally arrives, and it's every bit as good as we remember. Import gamers ahoy! The US version will be on the shelves by the time you read this.

## WHAT DOES IT ALL MEAN?

Confused? Suffering a spot of information overload perhaps? Use this handy guide to successfully navigate our info-packed reviews

### INFORMATION

This is the place to look for all the essential statistics on the game including release dates, players, publisher/developer and whether or not you can watch movies of the game in action on TotalGames.Net.

### COMMENT

The reviewer's frank and honest opinions on what he or she thinks of the game will be right here; you'll be needing this to make up your own mind...



### 2ND OPINIONS

If you're still not 100% sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

### ALTERNATIVES

Obviously not every game will be to your taste so if there are titles that might be of interest instead, they'll be outlined here for you to think about.

### BOX OUTS

If you want more detailed information on what the game's all about or hot tips on some of the tougher bits, the wide selection of box outs are ideal for you.

## ...STILL TO COME

### SUPER MONKEY BALL 2

**52** It seems like an absolute age since this turned up on import... and it has been. The monkey madness is still as addictive as ever though. Definitely on to put a spring in your step through the chilly winter months.

### FIREBLADE

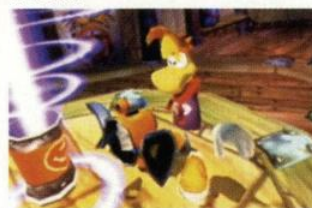
**56** Admittedly there aren't any other mission-based chopper games on the Cube, but this is no reason for *Fireblade* to be an average-looking, by-the-numbers shoot-'em-up, is it?

### LORD OF THE RINGS: THE TWO TOWERS

**58** What could so easily have been a below-par hack-'n-slash affair actually turns out to be quite good. The presentation alone makes it worthwhile, but don't expect to be blown away by the gameplay.

### RAYMAN 3: HOODLUM HAVOC

**60** A pleasant, if extremely derivative little platform adventure that will have *Rayman 2* fans in tears of joy and everyone else wondering what all the fuss is about.



### MICRO MACHINES

**64** Why? There really is no difference between this and any other version of the game, so why even bother? If we want to play it we'll break out the old SNES version instead of paying £40, cheers.

### ATV 2

**66** There's nothing quite like a bit of violent, stunt-based racing, and what better way of doing it than on quad bikes? Fans of *SSX Tricky* should definitely take a look at it.

### PAC-MAN WORLD 2

**68** We reviewed the import version of this back in issue 5 (we kid you not) and we didn't think much of it then, so you can imagine what we think of it now. Er... not much, actually.

### MEN IN BLACK II

**69** So erm, where exactly did this come from? It doesn't matter really, because it's going straight back there. The film was forgettable, and no-one will bother to remember this either.

### KINNIKU MAN 2

**70** It's normal practice that wrestling games go straight to Martin and no one else bothers looking at them, but this one is different. Fun to play, fun to watch and it's just so damned crazy!



## THE BREAKDOWN

Confused as to the purpose of those big numbers stuck on the end of all the reviews? The meaning is explained below through the medium of words...

**RATING 90** ⬆

### 9.0 OR ABOVE

Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

**RATING 75** ⬆

### 7.5 > 8.9

Although they haven't quite made it to the dizzy heights of greatness, games with this kind of score are still worthy of your attention and will no doubt keep you happy for a fair old while.

**RATING 50** ⬆

### 5.0 > 7.4

Yep, it's that tricky middle ground that a lot of games walk; with 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing...

**RATING 25** ⬆

### 2.5 > 4.9

If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

**RATING 00** ⬆

### 0.0 > 2.4

It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them... shame on you!



The horror begins...

**BIG EARS!**

## RETURN OF THE BAT

There are a handful of brand new bosses in *RE Zero*, none more impressive than the giant bat. This thing is huge – each tooth the size of your arm, and then some...

## CUBE

### ➔ INFORMATION

#### RESIDENT EVIL ZERO

**PUBLISHER:** CAPCOM

**DEVELOPER:** IN-HOUSE

**PRICE:** \$99

**ORIGIN:** JAPAN

**PLAYERS:** 1

**MEMORY:** 3 BLOCKS

### ➔ STATS

■ PARTNER-ZAPPING SYSTEM

■ DROP ITEMS ANYWHERE

■ NEW 'ORGANIC' ENEMIES

■ STUNNING GRAPHICS

**TOTAL**  **MOVIES**  **PICTURES** 



7 MAR '03



OUT NOW



OUT NOW




**CUBE  
STAR  
GAME**

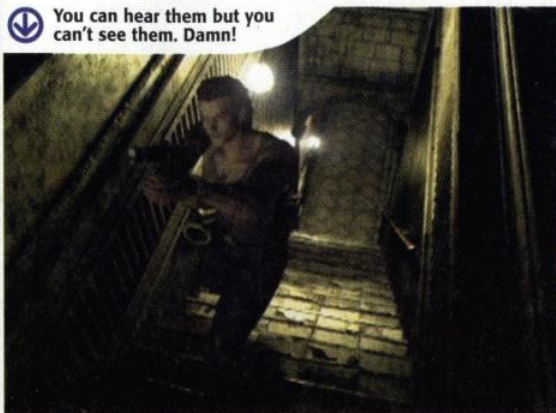
# RESIDENT




**SHE'S ELECTRIC:** It wouldn't be a *Resident Evil* game if it didn't have a battery and a circuit breaker puzzle. *RE Zero* certainly doesn't disappoint

**"WITH GAMERS CONDITIONED TO EXPECT THE UNEXPECTED, ZERO RUNS THE RISK OF BEING JUST ANOTHER SHOOTER"**

 You can hear them but you can't see them. Damn!



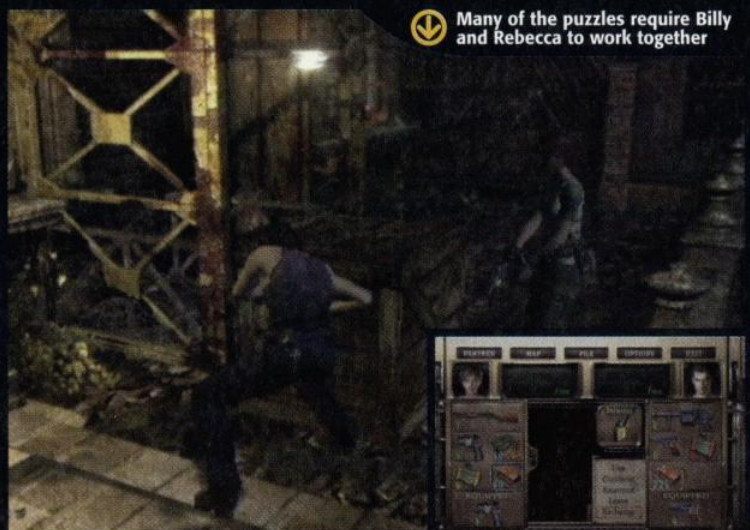
 Even those cute Cheating Monkeys have their bad days!




Capcom delves into Umbrella's sordid past to uncover the true viral masterminds

**YOU MAY** have wondered why we've held off reviewing *Resident Evil Zero* for so long. After all, the game came out in the US back in November and we normally get there first with the big import reviews. On this occasion though, we decided to hold back until the PAL version arrived. Our earlier In-Depths should have given you enough info to decide whether or not you wanted to import a copy anyway.

*Resident Evil Zero* arrives in OZ four months after it stormed both the US (where it sold equally with *Metroid Prime*) and Japan. Capcom never expected *Resident Evil Remake* to sell ridiculous amounts — despite the upgraded graphics and all-new areas, much of the game had been seen before. *Resident Evil Zero* on the other hand, is completely new — the gameplay, the areas and the enemies, together with a storyline, which explains how the greatest survival horror of all time began. Capcom is putting a hell of a lot of faith in this game and already the title has shipped more copies than its predecessor. However, *Zero* has a difficult task ahead of it. With gamers conditioned to expect the unexpected (by way of *Resident Evil 1*, *2*, *3*, *Code: Veronica*, *Silent Hill* and *Eternal Darkness*), *Zero* runs the risk of just being another puzzle shooter. Can it possibly live up to the original's fright factor?



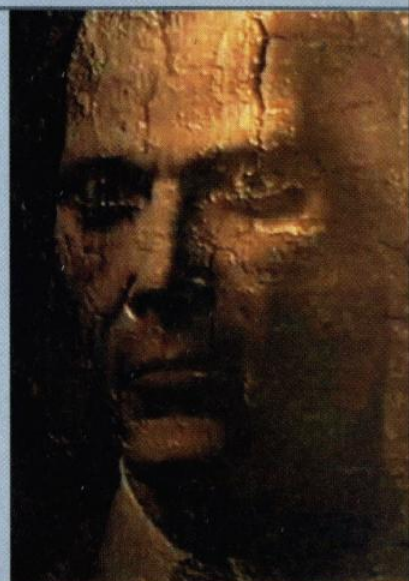
 Many of the puzzles require Billy and Rebecca to work together

**ALL ZAPPED OUT**

**HE'S MY OLD PARTNER YA' KNOW**

Since many of the puzzles are designed for two people, Billy and Rebecca will be together almost throughout the game, and the house is set up for a team of two. Some puzzles are simple, such as pushing tables about, whereas others involve the pair being in separate places to solve two different parts of a puzzle. For example,

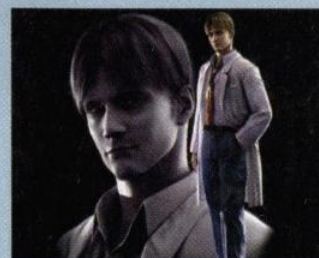
there's a test room in the mansion, which sees one character controlling a series of gates in a maze, while the other character goes into the maze to retrieve a key and ammo. Other puzzles will see Billy holding a lever down, while Rebecca grabs the goods. Not especially taxing, but you get the idea.




## THE ORIGINAL EVILNESS


**IN THE BEGINNING THERE WAS A MAN...**

*Resident Evil Zero* uncovers the truth behind how the mess began. As it turns out, the entire outbreak (leading to multiple deaths and murders) is all down to one man: James Marcus. A burning ambition turned the scientist into a bitter and twisted man, intent on completing his experiments at all costs. If someone annoys him, he will merely use that person as a human guinea pig for his 'progenitor virus.' He doesn't trust anyone but his two star pupils, William Burkin and Albert Wesker. With their boss gone (we'll leave the 'hows' and 'whys' to you), Wesker decides to lure the STARS team into the mansion as test subjects for his new toys...



 Marcus' right-hand man, Dr Birkin has a lot to answer for



 Wesker lures the Alpha team in as test subjects for his creation

# EVIL ZERO



## MONKEY BUSINESS

AWWW, IT'S A CUTE LITTLE MONKEY

There are plenty of new enemies in *Zero*, including **CUBE's** favourite animals – monkeys! When you think of animal research laboratories, monkeys are probably the first animals that come to mind, and the mansion is full of them. Thankfully, the mutated versions aren't any larger than normal, but they have enormous fangs and claws and are just as aggressive as the ones in *28 Days Later*.

In an interview with **CUBE**, Minami-san revealed that he wanted to go 'organic' with the enemies, and all of the new adversaries prove this. Centipedes, leeches and insects command the mansion, but there are a few proper zombies to be found. Aside from the odd SWAT team zombies, there are leech-man zombies. Made from scores of leeches, these 'Super Zombies' are controlled by the Mystery Man and take an awful lot of firepower to take down. Even then they self-destruct, inflicting massive damage in the process.



⬆️ Damn it mate, you stink! The monkeys demand more than a hug and a banana



⬆️ The leechmen are so stretchy that they can hit you from the end of a corridor



⬆️ Zombies are actually quite a rare occurrence

⬆️ A few shotgun blasts to the belly will down the Hunters. Keep them at a safe distance

### ALMOST

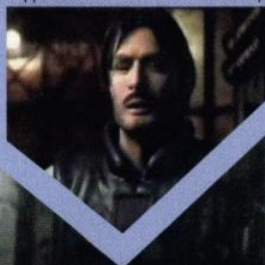
everything about this game is second to none. If you read **CUBE** regularly, you already know that *Resident Evil Zero* looks out of this world. *Remake* shocked everyone with its graphical splendour, but this raises the bar yet again. We'd even go so far as to say that *Remake* looks a little tired next to *Zero*. Textures jump out at you as the light of nearby lamps dances off them. Ageing brickwork really looks like it could have tiny creatures rummaging around in it and underground tunnels glisten with moisture. Polygon models fit into their surroundings far more convincingly than they did before. You won't walk into a

room and think, "yeah, that item can be moved" because the lighting on the pre-rendered areas matches up so well. In a similar fashion, the character and enemy models blend in convincingly. The characters especially are even more detailed than before and the only real difference between the in-game versions and their FMV counterparts are slightly rougher edges.

As you would expect, the sound is very accomplished; deep, ambient strings, echoing piano riffs and the obligatory drips, screeches and groans. Voice-overs and the lip-synching are excellent. The conversations between Billy and Rebecca are a joy to listen to.

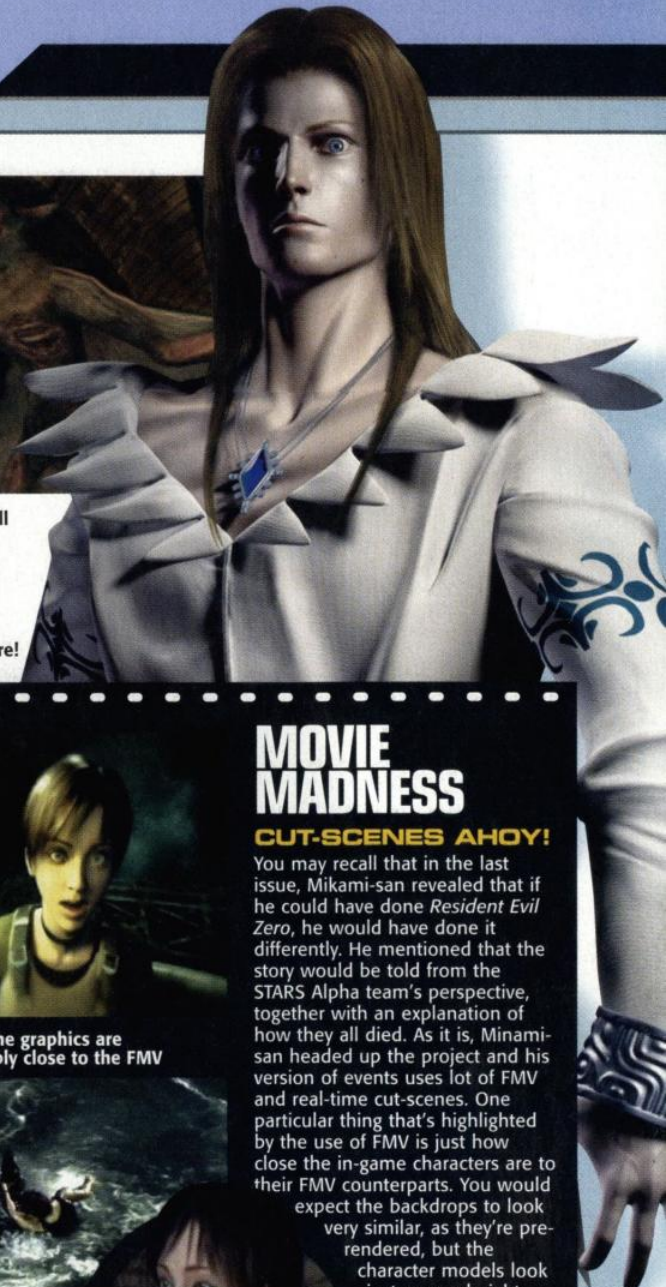


**I'LL BE RIGHT BACK:** Zero fills in many of the storyline gaps for the series... such as what happened to the rest of the STARS Alpha team



**"THE ONLY REAL DIFFERENCE BETWEEN THE IN-GAME GRAPHICS AND FMV SEQUENCES ARE SLIGHTLY ROUGHER EDGES"**

**E** The labs are full of failed experiments and projects in stasis. In other words, there's some nasty stuff down there!



## MOVIE MADNESS

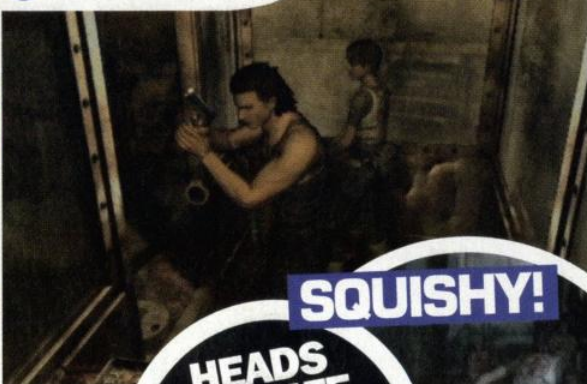
### CUT-SCENES AHOY!

You may recall that in the last issue, Mikami-san revealed that if he could have done *Resident Evil Zero*, he would have done it differently. He mentioned that the story would be told from the STARS Alpha team's perspective, together with an explanation of how they all died. As it is, Minami-san headed up the project and his version of events uses lot of FMV and real-time cut-scenes. One particular thing that's highlighted by the use of FMV is just how close the in-game characters are to their FMV counterparts. You would expect the backdrops to look very similar, as they're pre-rendered, but the character models look just as good, right down to the super-realistic eyeballs.

**U** The in-game graphics are unbelievably close to the FMV



**D** The dam section lies beneath the first mansion



## SQUISHY!

### HEADS UP MATE

The good old head stomp from *Remake* is back in full force, only this time the resulting sound effect is more disgusting than ever. All the more reason to do it then...



The most significant improvement over *Remake* has to be the gameplay. There are several new additions, such as the Partner Zapping and item-dropping abilities, both of which have their pros and cons. Most of the time, you will be in control of both Billy and Rebecca. You can choose to totally control one character while the other will follow you. Zapping between the two comes courtesy of the Y button. If you'd prefer to explore on your own, you can order the other character to stay by tapping the Start button. Capcom has tailored the puzzles around this ability. If the secondary character gets in the way or



## SPIN SPIN SUGAR

### PROBLEM SOLVED!

We've never had a massive problem with *Resident Evil*'s control system. Granted it wasn't perfect, but the sluggish turning system lent itself to the tense atmosphere of the game. However, if you did have a problem with the controls, you'll be pleased to hear that *Zero* has addressed many of the problems. The auto-aiming for instance is now very responsive. In order to face the enemy, you no longer have to turn around yourself. Holding down the R button makes you spin rapidly to face the enemy. If you wish to turn quickly, tapping down and holding B simultaneously performs the 180° Spin. This move used to be on the C-Stick but was removed to allow the C-Stick to control the secondary character.



↑ Tapping R will lock you onto the nearest enemy

⬇ Those monkeys can cause you a lot of problems



⬇ Yep, the graphics really are this good. Blimey!



Still not getting any

**"IRONICALLY, THE VERY ASPECTS THAT IMPROVE THE GAMEPLAY DETRACT FROM THE FEAR FACTOR"**

you want to move him or her out of harms way quickly, you can do so with the C-Stick. During enemy confrontations, the secondary character will act according to how you have him/her set up in the options menu. At any given time you can go into the options and heal/reload/use an item with both characters – a simple and effective system. More significant however is the ability to drop items whenever and wherever you want.

Despite all these improvements though, there is one department in which *Resident Evil Zero* does not deliver convincingly, and that's fear. You can attribute a fair amount of the problem to the fact that we've simply seen it all before, but there are many new enemies so you can't blame it all on that. Ironically, the very aspects that improve the gameplay detract from the fear factor. Having a secondary character by your side throughout much of the game results in a psychological safety net. It's almost like playing the game with a

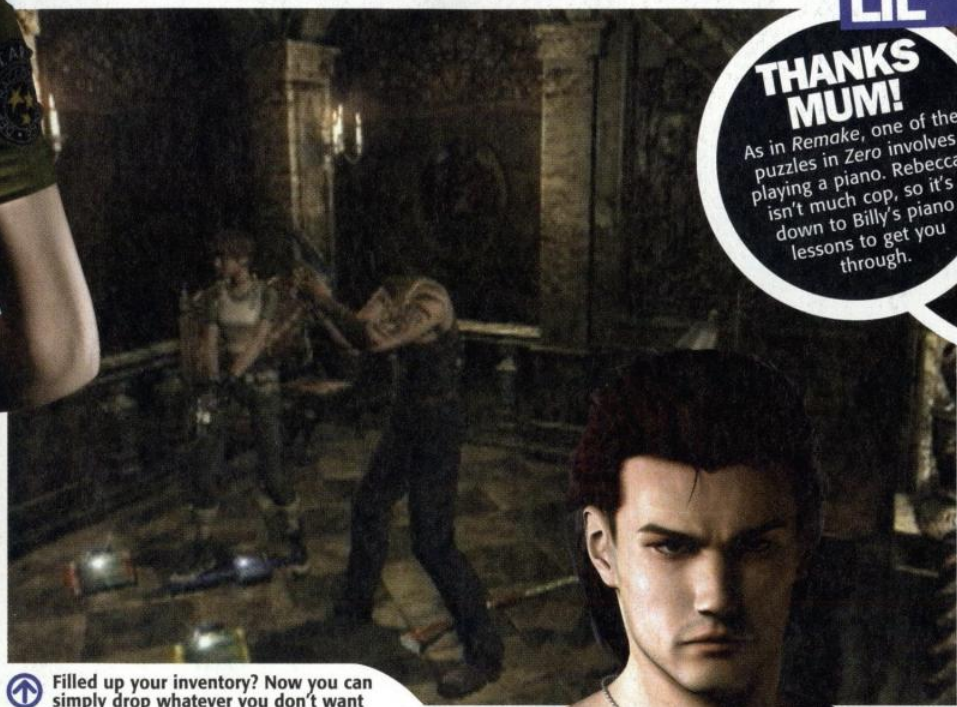
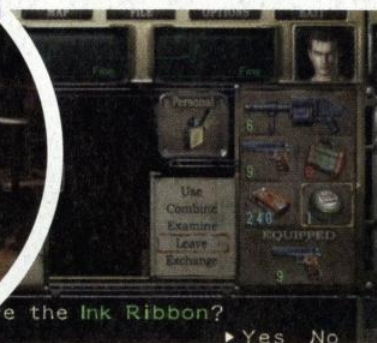





## LIL' TINKLER!

**THANKS MUM!**

As in *Remake*, one of the puzzles in *Zero* involves playing a piano. Rebecca isn't much cop, so it's down to Billy's piano lessons to get you through.



 Filled up your inventory? Now you can simply drop whatever you don't want

## DROP ZONE

### CHOP AND CHANGE AT WILL

One markedly different aspect of *Resident Evil Zero* is the ability to drop items whenever you want. Along with the option to Examine, Use and Combine are two new options: Exchange and Leave. Choosing the Leave option will see your character dropping the item on the floor, thus freeing up some vital inventory space. The objects appear on the floor as fully modelled items and you can only leave a maximum of eight items in any room. We assume Capcom has limited this so that the engine doesn't start suffering.

You can also exchange items between the characters as well as leaving them. You can actually divide up stocks of ammunition too. You don't have to give your partner 160 rounds of handgun ammo, but can instead split the stash however it suits you.

friend rather than on your own. You know that however bad the situation is, you'll always have two characters' worth of ammunition. As a result, the feeling of isolation and the fear of the unknown are distinctly subdued. The lack of item chests also detracts from the fear. No longer will you think to yourself, "damn that inventory space, I'm in some real deep s\*!# now".

It's still a scary game, but it's just nowhere near as frightening as *Remake* or *Eternal Darkness*. We're being a little bit harsher on *Zero* because, after all, it's supposed to be a horror. As a game, Capcom's latest is a fantastic achievement and a must buy for any *Resident Evil* fan. The new gameplay additions may even sway those of you who couldn't get to grips with *Remake*. So go on, don't be scared, give it a try...

CHANDRA

## CUBE VERDICT

### RESIDENT EVIL ZERO

➔ ANOTHER BEAUTIFUL COMBINATION OF PUZZLES



#### VISUALS

Superbly detailed backdrops and the best characters we've ever seen



#### AUDIO

As good as *Remake* with added squelches, hisses and edgy strings



#### GAMEPLAY

Take *Remake* and refine it, thus removing the annoying bits



#### LIFESPAN

Similar to other RE titles. Not massive, but you WILL play it again



#### ORIGINALITY

Enough new gameplay modes to keep you interested

#### ALTERNATIVE

The first and best game in the series gets a complete overhaul for the GC. Scary as hell!



#### RESIDENT EVIL

Reviewed: Issue 2

CUBE Rating: 9.2

## 2ND OPINION

**ITCHY, TASTY!** "If this is to be the last *Resident Evil* game as we know it, it's a fitting finale and takes the genre about as far as it can go. Sometimes scary, always beautiful."

MILES

## FINAL SCORE

# 9.0

IMPROVES ON THE ORIGINAL IN MANY WAYS BUT IT'S JUST NOT SCARY ENOUGH!



CUBE

⊕ INFORMATION

SUPER MONKEY BALL 2

PUBLISHER: SEGA

DEVELOPER: AMUSEMENT VISION

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 2 BLOCKS

⊕ STATS

■ 150 NEW LEVELS

■ NEW, IMPROVED PARTY GAMES

■ TWO TO FOUR PLAYER MODES

■ MORE ADDICTIVE THAN CRACK

Ⓜ MOVIES ☒ Ⓜ PICTURES ☒



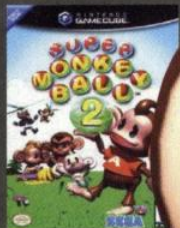
OUT NOW



OUT NOW

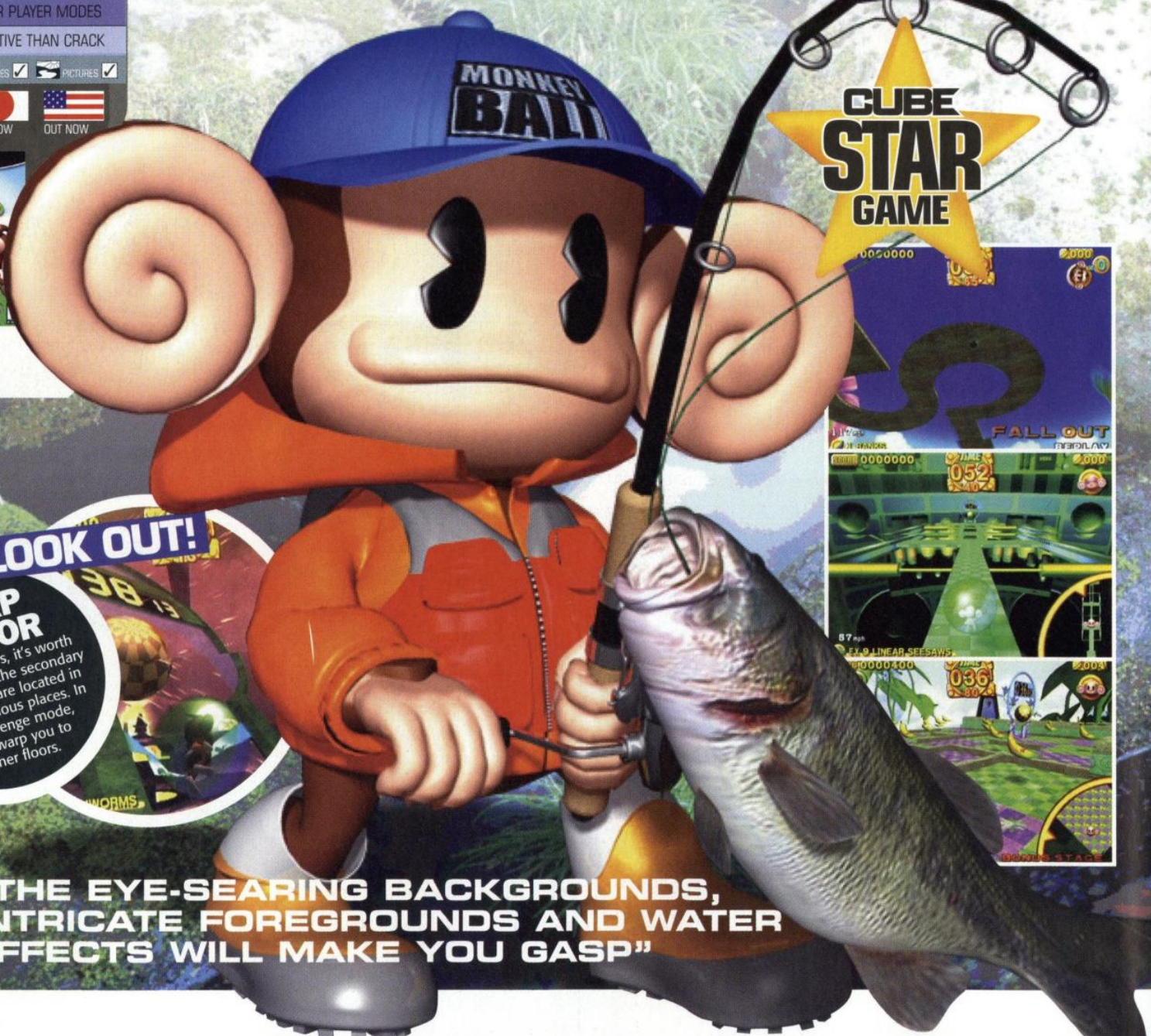


OUT NOW



Monkeying around

# SUPER MONKEY



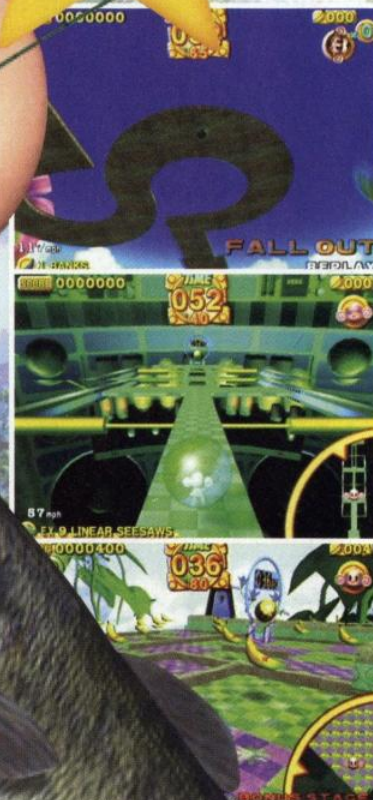
CUBE  
STAR  
GAME

LOOK OUT!

WARP  
FACTOR

On some floors, it's worth going through the secondary goals, which are located in more hazardous places. In the Challenge mode, they'll warp you to higher floors.

"THE EYE-SEARING BACKGROUNDS, INTRICATE FOREGROUNDS AND WATER EFFECTS WILL MAKE YOU GASP"

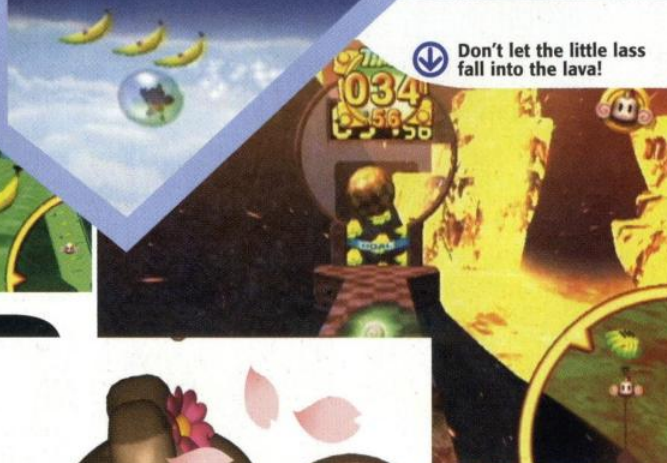






**POINTS WIN PRIZES:** In the story mode, not only are you allowed to buy more mini-games, but you can also purchase story mode movies and mini-game endings.

⬇ Don't let the little lass fall into the lava!



# BALL

Goodness, gracious, great balls of fur...

**LIKE MANY** of SEGA's games, the original *Super Monkey Ball* was undeniably an arcade style experience — after all, it was a coin-op conversion. Created by the head of Amusement Vision, Toshihiro Nagoshi, the man behind *Daytona USA* and *Virtua Striker*, *Super Monkey Ball* was a typical example of SEGA's philosophy of making novel, intuitive and fun games.

While *Super Monkey Ball* was easy to pick up and play, putting the pad down was often a considerably more difficult task. Although *Super Monkey Ball* was part of Nintendo's next gen assault when it launched, it was essentially a retro game and an old-skool example of skill taking precedence over style or gimmicks; and this was what got us hooked.

Although in playing the original, we'd slip again and again off those same bloody perilous ledges on certain floors, swearing to never play that level again — their design was often just too teasing and damn satisfying to give up on. Indeed after clearing dastardly floors they'd instantly seem a walk over, leaving us eager for the next test of nerve, dexterity and, of course, skill.

This, along with the similarly engrossing mini games, was the charm of *Super Monkey Ball*. However, the level design has slightly been altered in this sequel. You'll still need talent and that elusive knack to clear the more devious scenarios, but you'll also find puzzle elements to solve. Yet, does this sully the refined purity of the original's gameplay?



⬇ Passing the ticker tape goal results in a replay



⬆ All the monkeys handle differently. The Baby is the most responsive but twitchy.

## WHAT THE?!?

### MONKEY SEE, MONKEY DO

If you're glancing at this page bemused as to what on earth these simians are doing in hermetically sealed spheres, then you're obviously unfamiliar with the world of *Super Monkey Ball* (shame on you). *Monkey Ball* is so simple even a chimp can play it. All you need to do is roll yourself (using the analogue stick), across each geometric landscape and through the ticker tape of a goal, thus completing the floor. The difficult bit is not to fall off the edge whilst trying to reach the goal in time — and that's all. You just need your thumb, at least one eye, some semblance of consciousness and you're fully qualified to get rolling.



# MULTIPLAYER BLISS...

## GET YER MATES ROUND

For many gamers the multiplayer modes are one of the main reasons to buy *Super Monkey Ball 2*. This time round, as well as including revamped versions of the original six mini-games, we also get half a dozen other games thrown into the mix, including Monkey Tennis. Here's an overview:



### MONKEY RACE

Similar to the original, but with more elaborate track designs and power-ups. As with all the party games, this one is best played with friends.



### MONKEY FIGHT

Only three arenas. You can charge up punches by holding the B button and fight in scenarios that crumble under your feet.



### MONKEY TARGET

Massively improved. You can now play simultaneously and items are suspended in the air. You also get to fly monkeys in formation. Excellent!



### MONKEY BILLIARDS

Much like the original, only this time there are US and Jap nine ball, eight ball and rotation. Almost good enough to be a pool sim in its own right.



### MONKEY BOWLING

Contains challenge modes (difficult combinations of pins and splits), Crazy Lanes with undulating surfaces and moving sections. Great fun!



### MONKEY GOLF

Plays similarly to *Mario Golf*, although nowhere near as good. If you like playing golf games, you'll definitely enjoy this.



### MONKEY BOAT

Slightly scrappy to control but projectile whales and submarine-like power-ups make it quirky and fun – something of an acquired taste.



### MONKEY SHOT

Pretty much a light-gun game but without the gun. Point, shoot, reload and repeat. Far from inspiring but worth playing once or twice. Maybe.



### MONKEY DOGFIGHT

Like Monkey target to control only with the addition of guns and minus the gravity. Quite good but could be better.



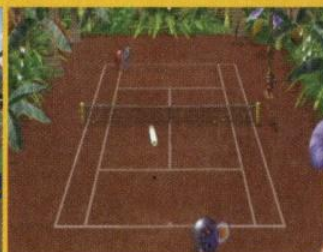
### MONKEY SOCCER

Pretty basic; you pass, tackle and shoot and that's about it. The pitch is sealed off (no throw-ins) and there are only four monkeys per team.



### MONKEY BASEBALL

Slightly bizarre this one. The CPU is easily fooled when you're pitching, and batting is just a matter of timing and where you place yourself. Weak.



### MONKEY TENNIS

Surprisingly competent, yet simple tennis sim. Plays much like a pared down *Virtua Tennis* and it's one of the best new games.

⊕ It's not the size of a monkey that counts – it's his ball control



# VIDEO NASTY?

## REMOTE CONTROLLER

Scattered around some of the levels are Play, Pause, Fast-Forward and Rewind buttons. Trundling over one activates the structure of the floor you're playing on, making your route to the goal either attainable or sometimes, a lot more difficult. For instance, on the level pictured, if you don't press Play, you won't make it across the static corkscrew to the goal. As you'd expect, pressing Fast-Forward turns the screw quicker, making it difficult or easy, depending on how fast you like to traverse the coil. These VCR-style function buttons add a bit strategy to playing floors and make for some great set pieces as you manipulate large slabs of geometry. However, the switches are sometimes used cheaply, resulting in trial and error scenarios, but this is very rare.





**MONKEY MAGIC:** Whenever nemesis Dr BAD-BOON tries to steal bananas, our monkey hero will cast a spell that goes 'Ei-Ei-Poo', enabling the monkeys to fly!

yeah-yeah-wool!  
Magical spell is Ei-Ei-Poo!

**SMILE!**

**I MADE THIS!**

Here's the cheeky visage of none other than Toshihiro Nagoshi, the man behind *Super Monkey Ball* and many of SEGA's most acclaimed titles.

He shoots, he scores!  
Almost home free now

**"SMB 2 IS IN EVERY ASPECT AN ATTEMPT TO HONE, POLISH AND IMPROVE - AND THAT'S EXACTLY WHAT AMUSEMENT VISION HAS ACHIEVED"**

#### COMMENT

Although the difficulty curve of the original *Super Monkey Ball* could be erratic, the floor layout was invariably ingenious and immaculate — as was the physics of the experience. The same applies to the sequel, but die hard fans of the original may criticise *Super Monkey Ball 2* because some floors are completed by luck, activating a switch or trawling through trial and error routes, rather than by using your gameplaying ability. Such levels are perfectly playable though, and give *Super Monkey Ball 2* a bit more variety than its predecessor. This is pretty much our only criticism of SMB 2, so consider the rest of this review an explanation of the charm of monkeys with balls... urgh, we mean, monkeys in balls. Whatever.

Essentially, *Super Monkey Ball 2* is very much like the original, but beefed up. Firstly, the visuals, which are drawn with the same lurid pallet of day-glo colours, are noticeably more lush. For example, there are spectacular backgrounds such as eye-searing lava fields, intricate

foreground structures that'll make you gasp and water effects that look wetter than an otter's pocket.

Complementing this improved appearance is a similarly enhanced one-player game of elaborate and perilous levels to navigate, better versions of the original party games and six brand new mini games. In fact, whilst the solo mode contains a staggering 150 floors (the original had 50), the multiplayer options have also been lavishly upgraded. *Super Monkey Ball 2* is in every aspect an attempt to hone, polish and improve, and that's exactly what Amusement Vision has achieved.

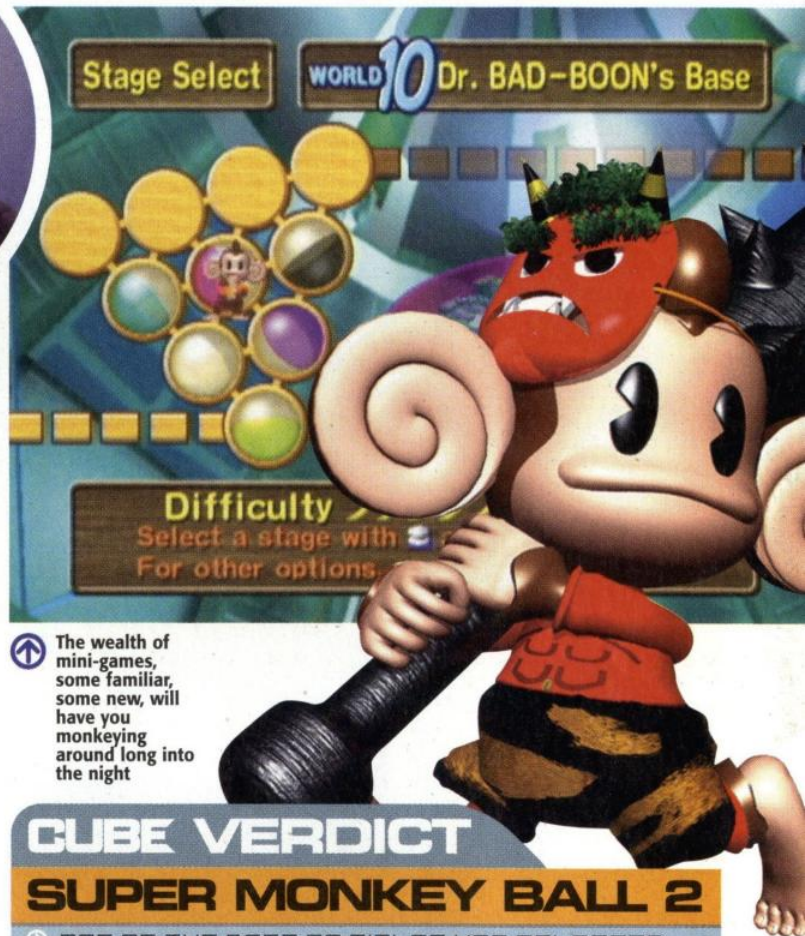
Considering how many other licenses in their seasonal or yearly updates often make cosmetic changes or tweaks, *Super Monkey Ball 2* puts them to shame. Put simply, there are no other games out there (on any console) that offer such highs of elation and laughs. So, if you're interested in games that don't involve killing, pulling tricks or talking to orcs, then *Super Monkey Ball 2* is essential.

BYRON

## ANGER MANAGEMENT

**TRY NOT TO LOSE YOUR RAG...**

Whereas in the original *Monkey Ball* you could sometimes come up against an excruciatingly hard floor that could indefinitely block your progress (such as that bloody level seven in Expert), the structure of *Super Monkey Ball 2* in the story mode is different. Throughout the ten worlds, you can choose to tackle any floor whenever you like. Gladly, this alleviates the urge we sometimes got with the original to crush our GameCube, but then again, even if you put off a level till the end, you've still got to crack it eventually.



The wealth of mini-games, some familiar, some new, will have you monkeying around long into the night

## CUBE VERDICT

### SUPER MONKEY BALL 2

ONE OF THE BEST GC TITLES YET RELEASED



#### VISUALS

The graphics are better than functional, and quite charming



#### AUDIO

Weakest part of the game. Perky or naff, depending on your taste



#### GAMEPLAY

No long intros and no manipulating stats. Just neat playability



#### LIFESPAN

Endless multiplayer possibilities. An ideal excuse to make more friends



#### ORIGINALITY

So what if it's a sequel? It offers rewarding tests of your gaming skills

#### ALTERNATIVE

Not in the same league as *Super Monkey Ball 2*, but it has a great variety of multiplayer scenarios.

#### MARIO PARTY

Reviewed: Issue 3



CUBE Rating: 9.0

## 2ND OPINION

**IRREPRESSIBLE!** "Every so often a game comes along that simply charms the shorts off everyone who plays it. SMB2 is everything the original was, and more."

MILES

## FINAL SCORE

**9.1**

FOR PURE UNADULTERATED GAMING THRILLS, NOTHING COMES CLOSE. WORTH GOING APE OVER!



# FIREBLADE

Incoming enemy!



The bases are nicely detailed. Shame you'll have to blow them up

The infra-red vision lets you see through the camouflage gear

## LOCKED ON

### TARGET PRACTICE

The training mode teaches you how to target enemies, how to use the sniper rifle and how to neutralize defences without blowing everything to kingdom come.

## CUBE

### INFORMATION

#### FIREBLADE

PUBLISHER: MIDWAY

DEVELOPER: AVALANCHE SOFTWARE

PRICE: \$99

ORIGIN: UK

PLAYERS: 1

MEMORY: 2 BLOCKS

### STATS

GC'S FIRST CHOPPER GAME

18 MISSIONS

TWO VEHICLES TO FLY

SNIPER AND STEALTH MODES

TOTAL FROM MOVIES X PICTURES ✓

OUT NOW TBA OUT NOW



What!? A chopper game with some innovation?

### IF YOU WERE

to write down the top ten successful franchises from the days of the

SNES/Megadrive, it's almost certain that the *Strike* games would be in there. EA's helicopter combat games were extremely topical, and being based on real-life situations made sure they sold hot-cakes. While other genres have leapt forwards in terms of gameplay and innovation, the helicopter shoot-'em-up has remained just as it always was.

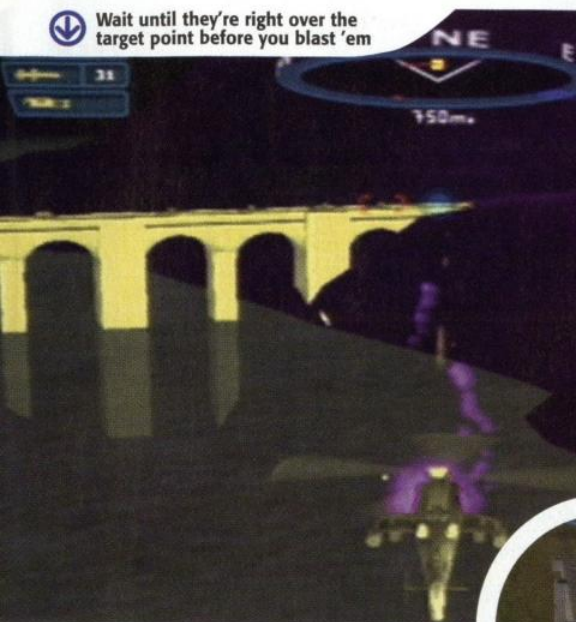
*Fireblade* comes to the 'Cube as the first game of its type, and as such it will appeal to the fans, but there is little to get anyone else interested. You can no doubt already guess the storyline: you're the goodies, they're the baddies, you'd better take out their base or it's all over. Seriously though, the 18 missions will see you sabotaging transport routes, dropping troops behind enemy lines... oh, and blowing

"FANS WILL STILL LAP FIREBLADE UP LIKE A BOWL OF WHISKY-LACED WARM MILK"



## HELICOPTERS

⬇ Wait until they're right over the target point before you blast 'em



**CRATE EXPECTATIONS:** As with all games in this genre, 'health' and ammo can be picked up by flying over coloured crates on the ground

⬇ Despite having six massive targets, we still manage to completely miss them



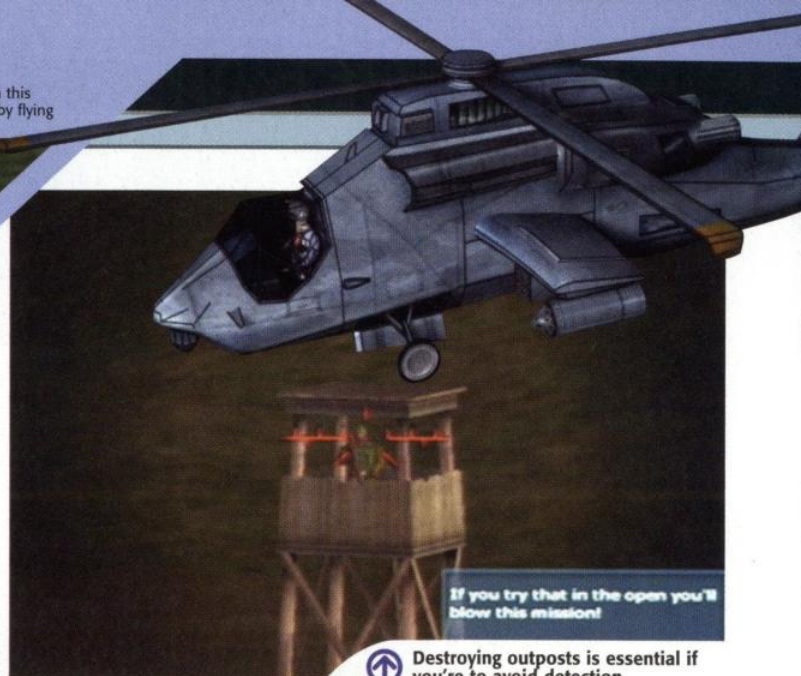
up everything with a red ring around it. It's not all derivative fair though, and *Fireblade* does make an attempt to innovate with its Stealth mode. Once in Stealth mode you have access to a sniper rifle but can't use the standard chain gun. Stealth mode comes with many advantages: you can avoid detection on the enemy radar and take out scouts from a safe distance. In fact, there aren't any drawbacks to it, and this is where Avalanche has messed up. Why would you not fly in Stealth mode? If it used up more fuel, disabled all weapons bar the sniper or reduced your top speed, the gameplay would be far more balanced. As it is you'll spend all your time undetectable to the enemy. Okay, so maybe that's a slight exaggeration – in some missions it would be stupid to use Stealth mode. Enemies can obviously see you if you're right in front of them, and in the midst

of battle, it's understandably useless.

Sadly though, this single addition can't save the game from nose-diving into tedium a few hours in, an aspect that isn't helped by the uninspired graphics. Cue the bit where we moan about the state of PS2 ports and how we expect better, but really it's more about the fact that this genre hasn't moved on very far. Just because the graphical standard for the genre isn't very high, it doesn't mean that you can get away with low-resolution textures, average polygon models and lame explosions.

Technical jibes aside, fans will still lap *Fireblade* up like a bowl of whisky-laced warm milk. It does what it needs do, delivers a few new (though flawed) ideas and has the best control system of any game like it. Won't win any medals though.

CHANDRA



If you try that in the open you'll blow this mission!

⬆ Destroying outposts is essential if you're to avoid detection

## SEE NO EVIL...

### HOW DO YOU HIDE A HELICOPTER?

One very interesting ability your chopper has is its Stealth mode. By tapping up on the D-pad, your vehicle will become silent and transparent, meaning that it's undetectable from a distance. Obviously it's quite hard to miss a helicopter when the rotor blades are blowing a gale in your face, but that's where the sniper rifle comes in. Staying at a safe distance you can move the rifle crosshair with the analogue stick and zoom in and out with the C-Stick. With the troublesome scouts taken out, you can then throw a few rockets into the fray, just to be safe.



## CUBE VERDICT

### FIREBLADE

⬇ DOESN'T EXCEL IN ANY PARTICULAR AREA



#### VISUALS

Smooth frame rate and animation but textures and models don't convince



#### AUDIO

They suit the game and do exactly what they should for this genre



#### GAMEPLAY

The controls work very well. You won't likely get bored before getting there



#### LIFESPAN

Tough missions, but you'll most likely get bored before getting there



#### ORIGINALITY

Some nice touches, but they end up making the gameplay a tad shallow

#### ALTERNATIVE

As another mission-based shoot-'em-up, *ROF* fills you with excitement you won't feel in *Fireblade*.

#### REIGN OF FIRE

Reviewed: Issue 3

CUBE Rating: 8.0

## 2ND OPINION

**CHOPPER!** "This is a mildly diverting mission-based shoot-'em-up. It's hardly the most gripping example of the genre and it may be too ticky for some peoples' tastes."

SIMON

## FINAL SCORE

# 6.5

A SO-SO MISSION-BASED SHOOT-'EM-UP WITH SOME INNOVATIVE AND FUN ADDITIONS





You're rewarded for taking out baddies in the most stylish way possible



One game to rule them all

# THE LORD OF THE RINGS THE TWO TOWERS

## CUBE

### INFORMATION

#### LOTR: THE TWO TOWERS

PUBLISHER: EA

DEVELOPER: IN-HOUSE

PRICE: \$99

ORIGIN: US

PLAYERS: 1

MEMORY: X BLOCKS

### STATS

CHARACTER UPGRADES

MOTION PICTURE SOUNDTRACK

UNCOVER BONUS AREAS

PLAY YOUR FAVOURITE CHARACTER

TOTAL COMPACT MOVIES PICTURES

02 2003 TBA OUT NOW



Take a pinch of Golden Axe, a hint of fine literature, and what do you get...?

### TAKE A LOOK

at this title and you'd be forgiven for letting out a groan. It's been said before, and it has to be said again; film-licence games disappoint! However, with the most lucrative of licenses, EA has managed to carve out a pretty solid title that will have action fans leaping up and down on their sofas. Looking at the screens, it's obvious that this is a good-looking game.

Shafts of golden sunlight penetrate the foliage-littered

floors of forest glades, and while fighting at Helm's Deep, an ominous barrage of rain splatters and dribbles down the camera lens, making visibility a problem. The production values don't stop there though. The music is straight from the official soundtracks and the voice-overs are provided by the actual actors.

It may appear to be one of those RPG thingies, with lots of thinking and drawn-out fights involved, but you'll be pleased to hear this isn't the case. What we have here is a mix of *Golden Axe*

## CHOP-CHOP

### HALF TIMBER!

When a tree blocks your way, chop it down with your axe. You can also put out fires by hitting water-filled barrels. A tip for the Green Goddess crews there!



The movie's epic locations are beautifully recreated



**A REMINDER:** Throughout the game there are cinematics narrating the storyline, which seamlessly merge into the game.



Like all the best hack n' slash-'em-ups, the bad guys come thick and fast

## "WHAT WE HAVE HERE IS A MIX OF GOLDEN AXE AND DEVIL MAY CRY"

and *Devil May Cry*. You run around each environment, hacking and slashing at everything you see before facing a level guardian. Sound simple? To a certain extent it is, but in this day and age we expect more, and EA comfortably delivers that. There are plenty of different moves to perform, including long-range attacks and short stabbing motions. However, in order to get a decent score at the end of the level and upgrade your character, you need to use a variety of attacks and keep your foes at bay the

best you can. This is simple at first, but the game soon gets complicated with arrows flying everywhere and Orcs popping out of the water you're wading through.

All is not as good as it seems though. The downside is that everything will be over too quickly. The worst part of all is the shocking lack of a multiplayer mode, and this is one of the main reasons why it doesn't get a higher score. Still, jolly good fun... for a while!

GARY

Come and have a go, if you think you're hard enough



## YOU'RE THE BOSS!

### ARE YOU LOOKING AT MY BIRD?

Every now and then, you'll come across a big nasty boss just begging to have an arrow stuck in his eye. Usually, these bits are taken straight from the films, for example when the cave troll attacks in the mines of Moria. At first you'll be running around hitting him at close range, but after a while you'll be thrown to a ledge where you'll have to fire arrows and throw axes from distance. As the action heats up in front of your eyes, it's hard not to be impressed.

## A HELPING HAND

### YOU'LL NEVER WALK ALONE

On most levels you'll receive a helping hand from one of the other characters. For instance, when protecting a Rohan village from invading Orcs, Gandalf will wave his wand around and take some of the damage otherwise intended for you. However, this is all he'll do for you, so don't expect to just hang back and relax.



Not everyone is an orc ripe for a kicking



## CUBE VERDICT

### THE TWO TOWERS

HACKING, SLASHING FUN WILL KEEP FANS HAPPY



#### VISUALS

Fantastic effects with solid frame rate and smooth animations



#### AUDIO

The voice acting is top-notch and sounds just like the movie



#### GAMEPLAY

Curiously hypnotic to play (aren't all games?) with loads of upgrades



#### LIFESPAN

A total lack of replayability. Once you've played it, you've forgotten it



#### ORIGINALITY

A time travel to the Eighties. If you can bear the perms, then it's good

#### ALTERNATIVE

Small, weedy and completely pointless, but if you're bored then this might just do it for you.



GAUNTLET DARK LEGACY

## 2ND OPINION

**PRECIOUS!** "In a world where movie tie-ins are rapidly becoming a no-go zone it's good to see a game that tries to do justice to the license. Fun, but not spectacular"

MILES

## FINAL SCORE

# 7.7

LACKING MULTIPLAYER IS A SERIOUS CRIME. STILL, GREAT FUN WHILE IT LASTS...



## Leave it out, he's 'armless



### CUBE

#### INFORMATION

RAYMAN 3: HOODLUM HAVOC

PUBLISHER: UBI SOFT

DEVELOPER: IN-HOUSE

PRICE: \$99

ORIGIN: FRANCE

PLAYERS: 1

MEMORY: 12 BLOCKS

#### STATS

■ GBA LINK-UP

■ GC EXCLUSIVITY

■ CLASSIC RAYMAN

■ VARIED ABILITIES

TOTAL MOVIES X PICTURES

21 FEB '03

TBA

FEB '03



The lights are on, but nobody's home...



# RAYMAN HOODLUM

## Multi-format game in GameCube before PS2 shocker!

### POOR LITTLE

Rayman. He's never really received the attention he deserves. The original game was one of the first games to appear on the PSOne, and what a game it was. The lush, 2D side-scrolling platformer screamed at you with its vibrant colour scheme, feel-good level design and stylish characters. The music too was fantastic and gave a fitting example of what CD-based consoles could offer.

With the arrival of the N64 though, the 3D platform adventure was born, so naturally Rayman's next adventure would have to follow suit. Designed and developed from the ground up on the

N64, *Rayman 2* was fantastic, offering some of the best graphics on the system. It was no *Mario 64* or *Banjo Kazooie*, but it wasn't too far off.

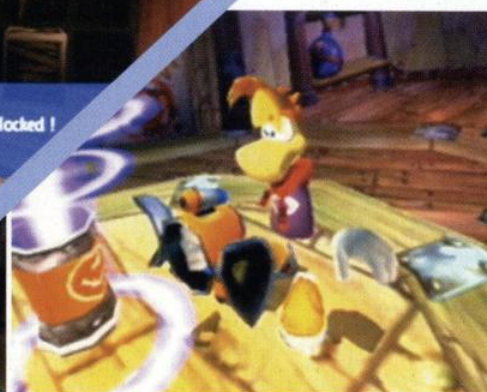
So, we arrive at the third instalment. Unlike *Rayman 2*, this version is multi-format and has been designed with the PS2 in mind. Work on the GameCube version only started in September last year, so there hasn't been much time. On top of that, Nintendo recently chucked a load of money Ubi Soft's way (allegedly of course) to bring the GameCube version out before the other versions, which resulted in the development time being cut back even more. This will inevitably mean that the GameCube version doesn't offer anything above its PS2 roots and may even appear rushed in places. Don't give up just yet though — there's still a cracking game in there.



⬇ Don't mess with moi, or I'll give toi a hard upper-cut



**LEVEL UP:** Every now and then you'll earn enough points to unlock one of the many bonus levels, which are playable from the start-up screen



⬇ Every time Rayman comes across a new upgrade you get a cut-scene to show what it does



## UGLY MUG!

### TUMMY ACHE?

This guy is the source of everyone's problems. After getting stuck in Globox's stomach, Rayman and co have to find a way of disposing of him.

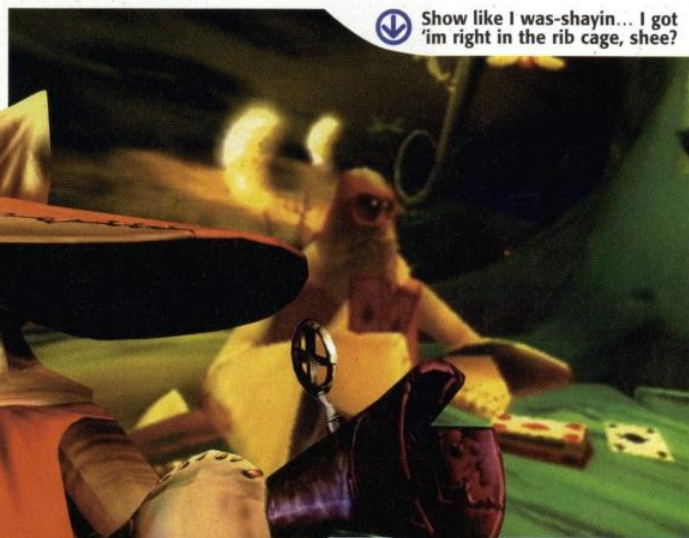


## BUNCH OF CLOWNS

### FEISTY LITTLE BEGGARS

The enemy AI has certainly been improved. The enemies will hide behind objects, attack in pairs and generally make a right nuisance of themselves. Each of them has to be taken down in a different way though. The bog standard Hoodlums will fall after a good fisting (sorry...), whereas Hoodbooms will throw grenades from lofty platforms so you'll need to use the rocket launcher to finish them off. Stumblebooms walk around on stilts – a touch of the whirlwind fists will shake them down.

⬇ Show like I was-shayin... I got 'im right in the rib cage, shee?



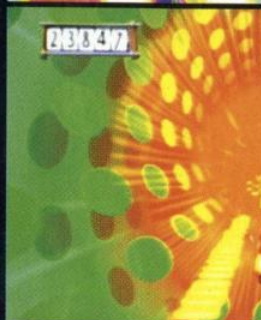
# AN 3 HAVOC

## TRIPPIN' OUT

### RAYMAN IS FAR OUT MAN!

Each section of the game is divided into bite-size levels. The separate sections generally see Rayman getting to someone who can appease Globox's pain. Once you reach that person he'll probably tell you that he can't help you, but he might know someone who can...

Then it's into a wormhole and onto the next section. The wormholes consist of a series of psychedelic tunnels which test Rayman's snowboarding skills. These levels have been put in to break up the action a little and have their benefits. Traversing the platforms skillfully will see you racking up the points which can then be used to open up bonus levels.



⬇ Blimey, though bonus stages are enough to make your eyes bleed!

**"WORK ON THE GC VERSION ONLY STARTED IN SEPTEMBER LAST YEAR, SO THERE HASN'T BEEN MUCH TIME"**





Search, hit and destroy! The rocket launcher is essential in any crisis

## HEROIC HANDYWORK

### SMELL THE GLOVE

Rayman never gets to keep any of his abilities. Instead, he can temporarily upgrade his gloves to allow him a wide range of wild and wacky actions. Here are a few of them:

#### WHIRLWIND GLOVES

Rayman's attacks now carry the rotational power of a small whirlwind, allowing him to raise and lower certain platforms by spinning them into the ground.

#### POWER GLOVES

These metallic spiked gloves see immense power surging through Rayman's veins. With these attached, he can smash any door into pieces.

#### GRAPPLE HOOK

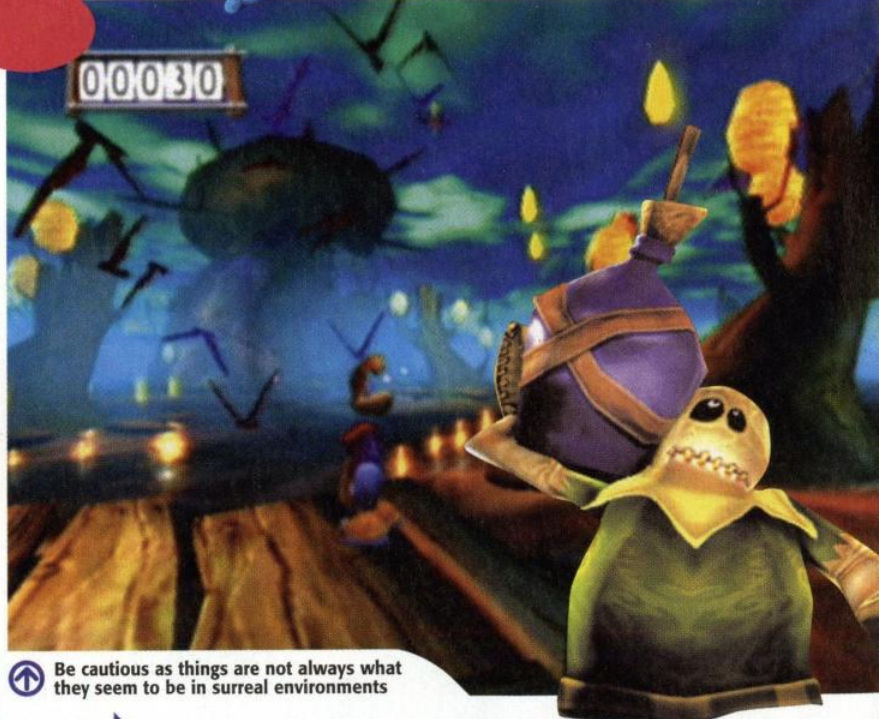
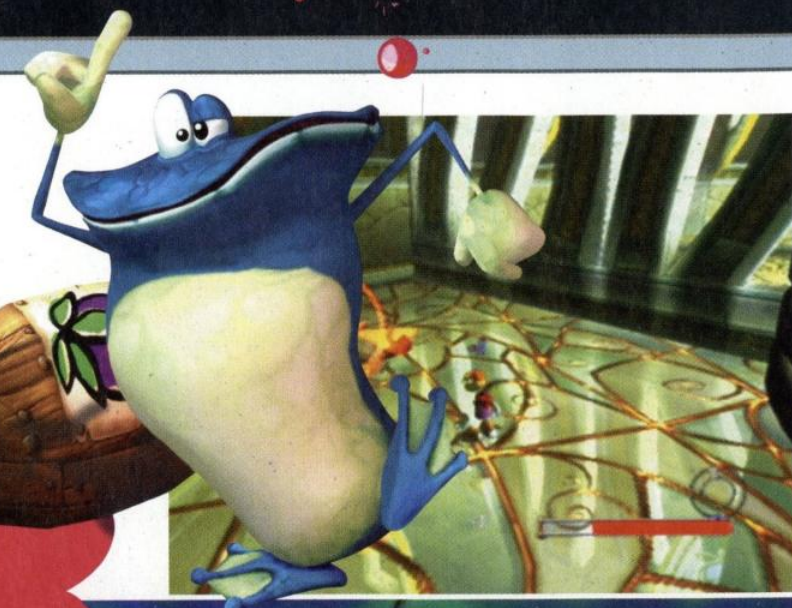
Rayman can shoot off a grapple hook attached to a long chain. As well as grabbing rings and crossing chasms, he can also use it to grab hold of enemies before sending an electric pulse along the chain.

#### ROCKET LAUNCHER

Firing off a rocket sees the camera following the explosive in a first-person view. You can control the path of the rocket until it hits the target. This is particularly useful for seeking out those pesky Hoodbooms.

#### ROTOR BLADES

Rayman's chopper ears can help him to an extent, but when it comes to wide expanses of poisonous swamp water, the rotor blades are the only way to go.



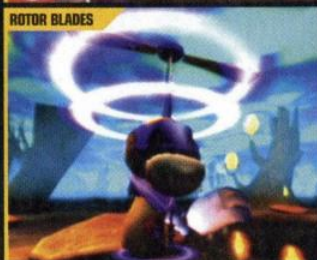
Be cautious as things are not always what they seem to be in surreal environments

### COMMENT

There's one thing that Rayman will always have, and that's his charming French style. Every *Rayman* game has a distinct feeling to it, and *Hoodlum Havoc* is no exception. The game sees you going on a mission to rid your friend Globox of an evil Black Lum (intent on destroying the world, naturally) that he inadvertently swallowed. A fly named Murphy accompanies you on your travels and offers the low-down on what to expect by flying ahead and acting like a scout. Murphy and Globox offer the comedy value and the voice acting has been provided by John Leguizamo and Billy West of *Ren & Stimpy* fame.

Despite the new storyline and the addition of a new sidekick, *Rayman 3* really isn't that far removed from its

predecessor. It's becoming increasingly obvious that developers are finding it hard to better their 64-bit attempts, which makes you wonder where this genre will go from here. That's not to say that *Rayman 3* isn't enjoyable, but aside from a few new gameplay aspects, this is *Rayman 2* all over again. The limbless hero can tiptoe, walk, run and roll as he did before and as always, his fists are his saving grace. Tapping B will send a fist flying; holding B will charge up for a more powerful attack. A lock-on is achieved by holding R, and attacks can be made to bend around corners by holding left or right. A new addition to the game comes in the form of temporary power-ups. For a limited period of time (from five to 30 seconds depending on the power-up) Rayman will have access to





That giant flower looks mightily dodgy to me



HI-SCORE!

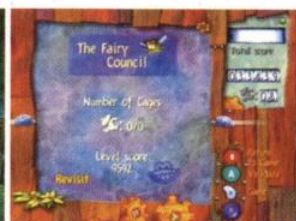
HIGH FLYERS

It's easy enough to go through each level and miss out on an awful lot of enemies and items. If you want to get those high scores, you'll need to be good

Level score = 100 %



"ENJOYABLE AND HIGHLY PLAYABLE, BUT A BIT OF A THROWAWAY GAME ON THE GC"



advanced techniques such as a grapple hook, a whirlwind fist, a rocket launcher or a helicopter. Most of the time these abilities can only be uncovered once you've defeated all the enemies in a given area. Fans of the series will know that *Rayman* games have always been divided up into many small levels as opposed to the massive expanses of *Mario 64* or *Banjo*. For some people this method works well; it ensures that you'll never get bored but on the other hand, gamers who like to get stuck into their games may find the whole experience a little disjointed.

Graphically, *Rayman 3* is as lush as it always has been. The gorgeous fairy glades, dark and dreary swamps and psychedelic sub-missions could easily have come out of the *Dark Crystal*, *The Labyrinth* or any other fantasy adventure

you can think of. When it comes to colours and textures however, the GameCube is far more advanced than the PS2, and you can't help dreaming of how amazing this could have looked had it been a GameCube exclusive from the start. The music and the soundtrack definitely stand out and the voice-acting combined with the consistently high-quality and memorable tunes add enormously to the game.

Though no *Mario Sunshine*, *Rayman 3* is enjoyable and highly playable but, as with many multi-platform titles, it's a bit of a throwaway game on the GameCube. Saying that, *Mario Sunshine* has been and gone, and for fans of the genre we highly recommend it. Just don't expect a revolution in gaming.

CHANDRA



## BOSSY BOOTS

### TASTE YOUR OWN MEDICINE

The boss encounters normally take place in an arena. Each of the bosses has special abilities and pleasingly, you can use their own moves against them. For example, the only way to take the first main boss down — a Hoodlum in an exoskeleton contraption — is with Rockets. Once he's on the floor you can jump into the suit and use it to crush the other Hoodlums. In a similar fashion, one boss transforms into a witch who enjoys turning you into a lame amphibian. Rayman's glove can deflect the magic back onto her for hilarious results.

There is no escaping from the might of the rocket launcher. Mwa-ha-ha!

## CUBE VERDICT

### RAYMAN 3

AN EVOLUTION OF A GREAT N64 GAME

- VISUALS**  
Gorgeous design, but the GC version should have been more vibrant
- AUDIO**  
Rayman games always succeed in this department. Wicked voice-acting
- GAMEPLAY**  
Plays really well. It's basically a more polished version of *Rayman 2*
- LIFESPAN**  
Not the largest game in the world, but it'll keep you happy for a while
- ORIGINALITY**  
It's *Rayman 2* with knobs on. To be honest, this genre is pretty limited

### ALTERNATIVE

Everything a *Mario* game should be. It may as well be called *Mario 64 II*, which is not a bad thing, eh?

### SUPER MARIO SUNSHINE

Reviewed: Issue 2



CUBE Rating: 9.4

## 2ND OPINION

**LEGLESS!** "Occasionally too simplistic, occasionally too tricky, but generally the latest remix of *Rayman 2* is a very solid platform adventure indeed. Recommended."

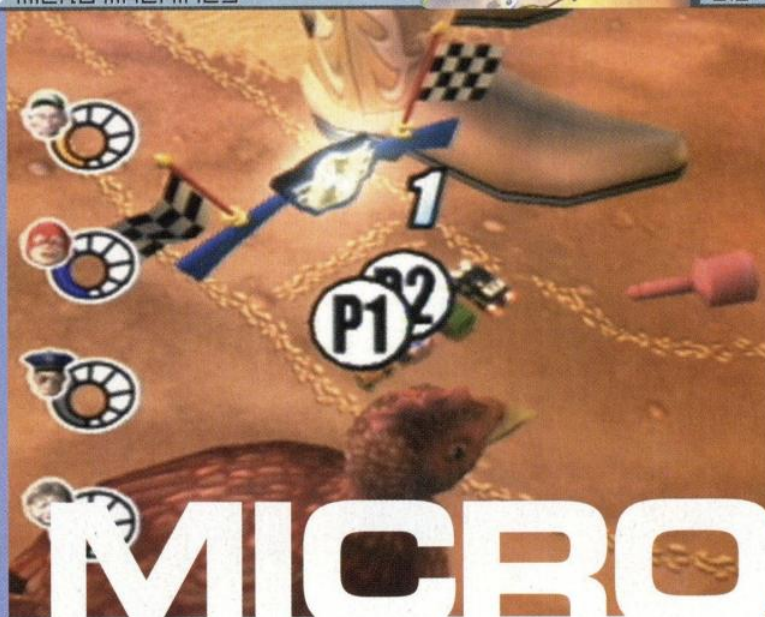
WILL

### FINAL SCORE

8.1

A PLEASANT AND STYLISH, IF SOMEWHAT DERIVATIVE ADDITION TO THE RAYMAN SERIES





## Brand new retro...

**MICRO** Machines used to be massive. Back in the Nineties, Codemasters' game was a hit on practically every format available — from NES and Master System to the MegaDrive and onto the SNES. A decade ago few games could adequately support more than two players, let alone have up to eight (often sharing pads) playing simultaneously, enjoying the riot of what was, back then, twitch-style gaming at its best. Thankfully it's 2003 now and driving games are no longer top down and two-dimensional, apart of course, from *Micro Machines*.

For a number of years, retro gaming (of which *Micro Machines* is undoubtedly an example) has become

ever more popular, spawning a type of often ageing and misty-eyed gamer, who never tires of saying how back in their day — as less time was spent on graphical tricks and suchlike — games were more about skill and playability. While *Micro Machines* is very long in the tooth visually, Infogrames is hoping the one thing that hasn't aged is the playability, and that's the crux of whether this is still worth playing or not. Well... it's not. The graphics are passable, the sounds are still 16-Bit and the all important gameplay lacks immersion. Despite the differently attributed characters and range of vehicles, driving in *Micro Machines* is frequently uninvolved. It's not the fault of the track design or a lack of refinement in development, it's just that as with all other iterations of this franchise, the

## CUBE

## INFORMATION

## MICRO MACHINES

PUBLISHER: INFOGRAMES

DEVELOPER: SHEFFIELD HOUSE

PRICE: \$99

ORIGIN: UK

PLAYERS: 1-4

MEMORY: X BLOCKS

## STATS

■ 3D SOLO MODE

■ BOMB TAG MINI GAME

■ EIGHT NEW CHARACTERS

■ FIVE TYPES OF VEHICLE

TOTAL FRENCH MOVIES X PICTURES

OUT NOW TBA OUT NOW



## MICRO MACHINES



More diminutive racers, more out-sized environments



## DÉJÀ VU

## SO, WHAT ELSE IS NEW?

Although practically everyone reading this review will have played, or is at least familiar with *Micro Machines*, this newest incarnation certainly has features that you won't have seen or heard of before. Most apparent is the new 3D viewpoint in the solo player mode — it's perfectly playable, but no great addition to the package. Next up are the weapons; the homing rockets, fireball power-ups that turn you into a motorised ball of flame and the frying pans that spank nearby opponents.

These weapons actually support the ageing style, but they simply can't compensate for the fact it's still the same game it has been for years.

There's a lot of love for *Micro Machines* around the world, but it's all starting to wear a bit thin



same terminal flaws are evident.

Essentially, there are two major problems with *Micro Machines*. The first is that success on nearly all the tracks is down to memorising their layout. The second is that in multiplayer mode when you drive well, you're in effect penalised because by doing so you're too close to the edge of the screen and end up crashing.

There's a single-player championship mode with a 3D camera that snakes behind you, overcoming these criticisms, but *Micro Machines* was never about playing solo.

Put simply, *Micro Machines* is a retro title retailing for \$99, at a time when you can pick up an old console and a copy of (virtually) the same game for the same price, so we're left wondering why a GC version was considered necessary.

BYRON



⬆ You can look for shortcuts, but don't stray too far off the track



⬆ There's still the problem of not being able to see far enough ahead when in the lead

**"AS WITH ALL OTHER ITERATIONS OF THIS FRANCHISE, THE SAME TERMINAL FLAWS ARE EVIDENT"**

**TRANSFORMERS:** When passing through these unavoidable zones, your current vehicle will mutate into one that's better suited to the terrain ahead.



⬇ It gets pretty lonely in single-player. Do yourself a favour – make a friend



**WARNING!**

**POP UP**

When driving off-track, an exclamation mark appears above your vehicle. If you go slightly off course, it'll turn green. Stray further and it'll become red until your vehicle explodes.

**BANG!**

**MISS, DYNAMITE**

Among the eight characters on offer, there are a range of driving styles, each coupled to four pairs of drivers. For instance Aunt Betty, the coffin dodging bingo fiend is a good all-rounder with medium top speed and acceleration. Alternatively Elmo, the buck toothed southern hick, who's sure got a pretty mouth is an expert's choice with a high top speed but low acceleration and average cornering. These attributes can be toggled on and off and are most noticeable in the Bomb Tag mode, where one competitor (selected randomly) will try to hold onto the bomb for as long as possible whilst her/his fuse burns out before transferring it to an opponent's vehicle.

Although this mode could have added some longevity and variety, the omission of a radar means too much time is spent trawling circuits looking for other competitors.

## CUBE VERDICT

### MICRO MACHINES

⬆ GREAT FUN IF YOU'VE NEVER PLAYED A VIDEOGAME



#### VISUALS

Solid, functional, competent and entirely uninspiring



#### AUDIO

Some reasonable voice acting, but all quite forgettable



#### GAMEPLAY

Still elicits moments of enjoyment, but they're few and far between



#### LIFESPAN

For someone who's unfamiliar with this, loads of mileage to complete



#### ORIGINALITY

A bomb tag mode and a clutch of stereotyped characters is not original

#### ALTERNATIVE

EA's attempt at Crazy Taxi, whilst no match for SEGA's cabbie carve up, is all the same a bit of a laugh.

#### SIMPSON'S ROAD RAGE

Reviewed: Issue 3

CUBE Rating: 7.5

## 2ND OPINION

**DIMINUTIVE!** "In this day and age a game like this will struggle to find favour with gamers acclimatised to more sophisticated things. Still fun with a few friends though."

MILES

## FINAL SCORE

**5.2**

GIVEN THAT IT'S 2003 THIS IS A RELIC, AND NOT A PARTICULARLY VALUABLE ONE AT THAT. AVOID!



**"ATV2 HAS MORE IN COMMON WITH SSX TRICKY THAN OTHER OFF-ROAD RACERS"**

**FLASHY!**

**IT'S TRICKY**

Furthering comparisons to SSX Tricky, the freestyle option drops you into a Pipedream-esque tricks arena. Just aim for the biggest score you can.

⬇ Parrrr! That should see him off...

⬆ A well-timed kick can see off persistent opponents and clear the track

## CUBE

### ⊕ INFORMATION

#### ATV2 QUAD POWER RACING

PUBLISHER: ACCLAIM

DEVELOPER: CLIMAX

PRICE: \$99

ORIGIN: UK

PLAYERS: 1-2

MEMORY: 9 BLOCKS

### ⊕ STATS

■ TEN RACING TRACKS

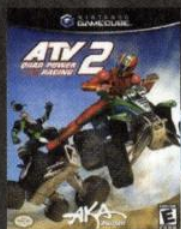
■ FIVE REAL-WORLD LOCATIONS

■ OVER 20 TRICKS

■ TEN NEW FANTASY RIDERS

TOTAL MOVIES PICTURES

TBA TBA TBA



# ATV 2 Quadicus Maximus QUAD POWER RACING

Shut your mouth and look at my quad!

### IF YOU'RE

not totally 'extremed'-out already, pay attention because ATV2 is, perhaps surprisingly, rather a good crack. Developers have largely overlooked quad biking over the years, which is odd, since it's clearly far more fun than motorbikes.

A quick tutorial teaches you the basics of control and simple stunts, then you're pitched into the main game with Arcade, Single Race, Challenge mode, Time Attack, Freestyle and Career options to explore. A career means working your way through three leagues: starting as an amateur, you need to finish the season in the top three to progress to the professional ranks. Each season consists of about half a dozen races. There are six competitors and up to 50 championship points up for grabs in each race. You'll get 25 points for finishing

first, 20 for coming second and so on, while another 25 points can be gained for amassing the biggest trick score during the race.

Tricks are easily accessed using button presses combined with stick directions, but the key for big bonuses is to string as many moves together as possible. Also, every trick you do helps to fill up the boost meter. This can be used at any time by holding the X-button for a speed burst. In order to put big-scoring trick combos together, you need to catch some major air. Holding the right trigger preloads the front shocks as you approach a jump. At the last moment release the trigger and, if you timed it right, you should find yourself flying high. Then you need to connect together as many poses, flips and spins as you can before landing the quad



**KICKING UP DUST:** Wheel-to-wheel scraps only really occur earlier in the game, since later on opponents will just kick you off if you come anywhere near them.



Try to land all four wheels at the same time and facing the right direction. Not like this!

## HIT THE DIRT

### HERE'S MUD IN YOUR EYE

To progress in Career mode you need to complete as many tricks as possible. The more you can combine in one jump, the more points you'll earn and the more boost you get, both of which are vital. The secret is to know instinctively where each specific trick is located on the pad rather than choosing randomly in-flight. Some take less time to perform than others, so there's more chance of big combos if you throw in a couple of quick ones combined with a more complex move. Changing the order also helps as you're penalised with reduced bonuses for repetition. Don't underestimate the benefits of pulling wheelies on straight bits of track either. The extra points earned can be invaluable in the final race stats.



## "ATV2 HAS MORE IN COMMON WITH SSX TRICKY THAN OTHER OFF-ROAD RACERS"

(hopefully) on all four wheels. As always with this type of game, the secret is resisting the temptation to go for that one trick too many that inevitably leaves you on your arse in the dirt.

Strangely, *ATV2* has more in common with *SSX Tricky* than other off-road racers. This is due to the emphasis on tricks rather than the actual racing. You need to get good for two reasons; you'll never complete Career mode without picking up decent trick scores, but you also need to keep topping up that boost if you want to win races. Between jumps you can do wheelies and bicycles (like a sideways wheelie) to keep the boost meter charged, but obviously this makes the quad trickier to control. With a bit of practice though, you'll get the hang of it.

The racing itself is far more satisfying than *SSX*. Its catch-up system meant you could never put significant distances

between yourself and the computer riders no matter how well you did. Good use of tricks and boosts are rewarded in *ATV*, but it only takes one badly-judged move to undo all that work. When you're going wheel to wheel with the computer it gets quite intense and becomes a real duel. There's also the rather underhand option of kicking opponents off their bikes, in which case you nick all their boosts. Be warned though – the further you progress through the Career mode, the more aggressive your opponents will become.

The graphics vary from okay to decent, but never shake the foundations. Like *SSX Tricky*, *ATV2* relies on tight playability to keep your mind off the averageness of the visuals. The only real moan is that crashes lack any sort of bone-jarring impact. It's hard to put your finger on quite why, but otherwise it's a top racing title.

MILES

## TAKE UP THE GAUNTLET

### FIND OUT HOW GOOD YOU REALLY ARE

If you like your thrills short and sharp, the Challenge mode obliges with a series of tasks to perform such as slaloms and trick combos. Gold, silver and bronze medals are to be had on each one, and some of them will have you bouncing the controller off the walls. These also make quite a decent party mode if you get a few friends round. Taking it in turns to try and beat the challenges is as much fun as the two player mode, and some of them are absolutely evil.



Challenge mode should provide hours of big-wheeled multiplayer fun

## CUBE VERDICT

### ATV2

GOOD PROGRESSIVE FUN WITH PLENTY OF TRICKS



#### VISUALS

Perfectly adequate but no sparkle, they don't detract from gameplay



#### AUDIO

Engine noises and a nu-metal soundtrack. Pretty good as it goes



#### GAMEPLAY

The emphasis on tricking is far more satisfying than just racing



#### LIFESPAN

Finish the Career and Challenge modes and you'll still want more



#### ORIGINALITY

Like *SSX Tricky*, but the off-road aspect gives *ATV2* a new identity

#### ALTERNATIVE

A great snowboarding game that strikes the balance of wild stunts and finely tuned playability.

#### SSX TRICKY

Reviewed: Issue 4



CUBE Rating: 8.0

## 2ND OPINION

**STUNTED!** "Although hardly an essential purchase, *ATV* is competently made and fun, making it pretty much ideal renting."

BYRON

## FINAL SCORE

# 8.1

PLENTY OF TASKS AND LOTS OF VARIETY ADD UP TO A LASTING RACING CHALLENGE WITH A TWIST



## CUBE

### INFORMATION

#### PAC MAN WORLD 2

PUBLISHER: EA

DEVELOPER: NAMCO

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1

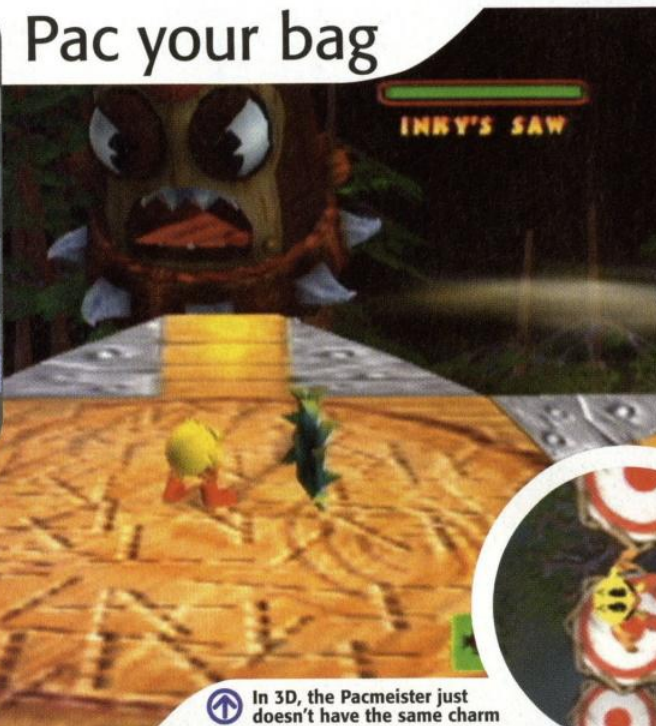
MEMORY: 8 BLOCKS

TOTAL GAMES: 100 MOVIES: X PICTURES: X

OUT NOW OUT NOW OUT NOW



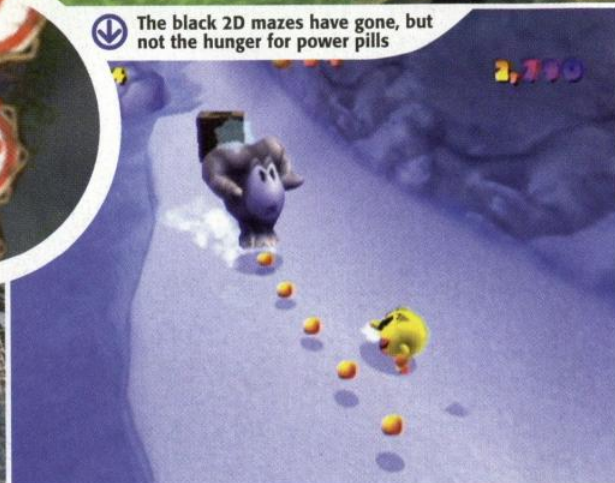
## Pac your bag



In 3D, the Pacmeister just doesn't have the same charm



The black 2D mazes have gone, but not the hunger for power pills



# PAC MAN WORLD 2

Namco should stick to what it knows

**ALTHOUGH** a well-respected developer of a variety of renowned games, such as *Tekken*, *Soul Calibur* and *Ridge Racer*, Namco is yet to craft its own *Mario* or *Sonic* beater. It has got *Pac Man*, but he's an old-skool 2D guy, right? Well, not any more. *Pac Man World 2* is a 3D platform adventure with which, if you've played any previous games of the genre, you'll feel wholly familiar.

There are items to collect (yellow pills obviously), a variety of themed worlds, baddies to stomp, just like *Mario*, and even a charge up dash function which is, as you've guessed, just like *Sonic*. Gladly though, there are also similarities in terms of enjoyment to be had between this and the games of Nintendo and SEGA's

mascots, although the similarity is slight.

In the same way as *Sonic* and *Mario*, *Pac Man*'s level design is tight, well considered and more importantly, fun to play, only, in significantly smaller measures. And, appropriately enough for a game so generic, its biggest flaw is absolutely typical of the genre — the viewpoint.

Unsurprisingly, *Pac Man World 2* has an errant camera, but then again, so did *Mario Sunshine*. *Sunshine* was, of course, teeming with novel touches, inventiveness and whilst sometimes frustrating, never less than excellent. By comparison, *Pac Man World 2* can only be recommended to those who are utterly desperate for a colourful yet average platformer that, had it been released five years ago, would still have been outdated, if not forgotten.

BYRON

"NAMCO ARE YET TO CRAFT THEIR OWN MARIO OR SONIC BEATER"

## CUBE VERDICT

### PAC MAN WORLD 2

A VERY COMMON AND SIMPLE 3D PLATFORMER



#### VISUALS

Day-glo colours and a clean finish, but hardly spectacular



#### AUDIO

Chirpy, chipper and the 'wocca wocca' noise remains intact



#### GAMEPLAY

Controls are capable and there are a variety of levels. Not bad...



#### LIFESPAN

All the original *Pac Man* arcade games are unlockable, if you fancy it



#### ORIGINALITY

It's rare for games to be original and this one certainly isn't

#### FINAL SCORE

# 5.7

FROM THE '3D PLATFORMERS MADE EASY' MANUAL WITH THE 'INNOVATION' CHAPTER MISSING



From celluloid to digital, this is downright miserable...

# MEN IN BLACK II ALIEN ESCAPE

**CUBE**

INFORMATION

**MEN IN BLACK II: ALIEN ESCAPE**

**PUBLISHER:** INFOGRAMES

**DEVELOPER:** MELBOURNE HOUSE

**PRICE:** \$99

**ORIGIN:** AUSTRALIA

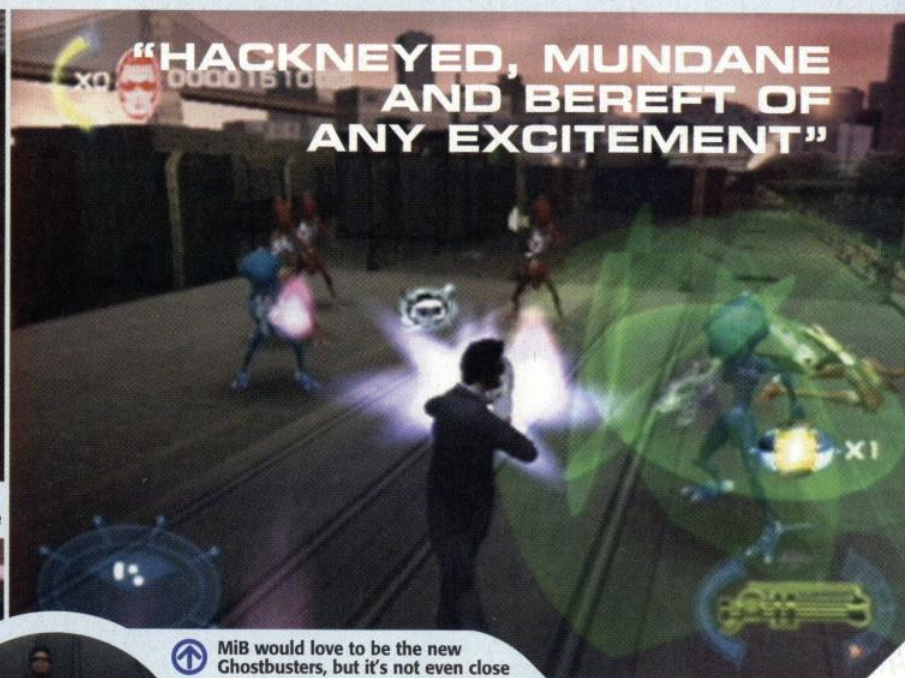
**PLAYERS:** 1

**MEMORY:** 3 BLOCKS

TOTAL POINTS MOVIES PICTURES



↑ Crazy aliens and huge guns – surely a perfect basis for a game



↑ MiB would love to be the new Ghostbusters, but it's not even close



'Here come the men in black'  
... only we wish they'd leave. Now!

**FOR AN** increasingly worrying number of games, the date of launch and the license with which they're associated is often their greatest selling point rather than the actual content. Take *Men In Black II* for instance. Produced to coincide with the DVD and video release of the movie, the only redeeming feature is its title.

By virtue of being anchored in name to the *Men In Black II* blockbuster, this game may well sell a reasonable amount to the ill-informed or novice game buyer, but is a complete let-down. Neither Will Smith's nor Tommy Lee Jones' have much of a likeness represented in the game. The character models are clunky, the camera work is scrappy and the gameplay is so hackneyed, mundane

and bereft of any excitement that you'd glean more enjoyment simply re-watching the movie.

Although seemingly a competent 3D shooter, the tempo and pace is relentlessly straightforward and samey – shoot and dodge repetitive waves of increasingly similar aliens, using as little thought as possible. It's like watching the same movie scene again and again. Frankly games like this give the industry a bad name, because every kid suckered into buying this tosh is going to think twice about buying a game again. Honestly, why didn't Infogrames spend the money on financing Melbourne House to make an original piece of entertainment instead?

BYRON

## CUBE VERDICT

### MEN IN BLACK II

FLAWED BY THE LISTLESSNESS OF ITS GAMEPLAY

- VISUALS**  
Reasonable pyrotechnic effects, whilst everything else is average
- AUDIO**  
Generic, unemotive and very forgettable
- GAMEPLAY**  
Excruciatingly samey throughout with so little variety it hurts
- LIFESPAN**  
Five missions and four levels, all of which are best avoided
- ORIGINALITY**  
No innovation whatsoever, as straightforward as they get

FINAL SCORE

4.2

LACKING ANY OBVIOUS FEATURE TO RECOMMEND IT. TURGID, RANK AND WITHOUT MERIT





Cartoon grappling? Now we've seen everything...

# KINNIKU MAN II

## NEW GENERATION VS LEGEND

CUBE

INFORMATION

KINNIKU MAN II

PUBLISHER: BANDAI

DEVELOPER: AKI

PRICE: \$99

ORIGIN: JAPAN

PLAYERS: 1-4

MEMORY: 2 BLOCKS

STATS

■ CREATE YOUR OWN WRESTLER

■ BASED ON THE 'HIT' CARTOON

■ FIRST CEL-SHADED WRESTLING

■ LOADS OF SECRETS TO UNLOCK

TOTAL MOVIES X PICTURES ✓

TBA 22 NOV '03 Q2 '03



We've always said that if you want the best of something, you only have to look to the Japanese...

The man doing the drop kick is called Kevin. Really.



WHEN IT

comes to games aimed at a niche market, the biggest problem is that they don't appeal to everyone — such is the definition of the word 'niche'. For example, games only designed for the Japanese market and games with unique graphical styles, or games based on sports, risk putting off more than half of the audience straight away. So what would you do if you found a game that had all three of the above styles? An uber-niche title that virtually no one ever heard of, or perhaps one of the best games of its kind on the GameCube.

Surprising as it may seem (as mentioned in issue 5 in our *Zelda* review... it's previewed on the bonus *Ura-Zelda* disc, you see), *Kinniku Man II* is easily one of the most fun and interesting games we've played for a long time, taking into account that it's a wrestling game. Okay, so not everyone like wrestling. Half of you have probably turned the page by now, but hey... if you're still with us you're in for a treat.

Anyone who's played the old N64 WWE games, especially *No Mercy*, will instantly feel at home with *Kinniku Man II*, mainly because it's created by Aki

SAY WHAT?

FAIR COMMENT

When the action really heats up, the commentators will shout something at you in Japanese, which can be quite funny, especially if you don't understand the language.

The facial animation on all of the moves really is something.

"DESPITE COMING OUT OF NOWHERE, THIS REALLY IS THE FINEST WRESTLING GAME TO GRACE THE GAMECUBE YET"



**WITH FRIENDS LIKE YOU:** If you gather enough friends and teach them all how to play, you can have a four-player Battle Royale of rather epic proportions...



Some of the double-team special moves look like they really hurt...

and the team have used a similar engine. Grapples, attacks and other moves are all easy to use, but the game has a much more solid pace to it than the *Smackdown*-styled mess that was *WWE Wrestlemania X8*, making it a decent game, rather than something meant to sell on the licence alone. Of course, on top of the brilliantly solid gameplay, you've got the gorgeous cel-shaded visuals that are completely new to this type of game. With some top-notch animation on all of the extremely OTT moves (especially the bigger finishing grapples) and some larger-than-life characters to match, Aki has done a fine job of coming up with a game that's more playable and fun to watch than all of the current GameCube wrestling titles put together.

This is a Japanese import so the chances of most of you playing it are rather slim. Don't despair however, because the game isn't as out of reach as you might think. With the *Kinniku Man* cartoon being re-branded for the US market in the next few months under the name *Ultimate Muscle*, we may yet see the game on our shores too. Keep your fingers crossed, eh?

MARTIN



Come on... give up! I'll give you a Chinese Burn if you don't...



## FINISH HIM!

### LA GRANDE FINALE

As you'd expect in a wrestling game, each character has their own set of unique finishing manoeuvres. These come in several different forms depending on how much you've filled up the white bar beneath your fighter's energy bar. At Level 1 you can perform a powerful but basic attack, while Level 2 allows you to pull off a crippling grapple or airborne move. If you can manage to fill the bar all the way up to Level 3 you can use your super-special finishing move by getting within range and hitting both trigger buttons simultaneously – complete with over-the-top cut-scenes and some hideously nasty moves, these look like they really hurt. There are even double-team moves in the Tag-Team mode that are more unbelievable than the ones in the single player mode.



## CUBE VERDICT

### KINNIKU MAN II

AMAZINGLY FUN AND A GREAT LAUGH WITH MATES



#### VISUALS

The cel-shading works and the character animation is well-polished



#### AUDIO

Tons of Japanese speech and the most bizarre intro song ever heard



#### GAMEPLAY

Fast and furious action, but without the sacrifice of control



#### LIFESPAN

The Story mode takes a while, and even then, there's more to discover



#### ORIGINALITY

The first cel-shaded wrestling game, and with bags of playability

#### ALTERNATIVE

The next best wrestling game on the GameCube. Although it's not all that great.

WWE WRESTLEMANIA X8

Reviewed: Issue 2

CUBE Rating: 6.7

## 2ND OPINION

**BODYSLAM!** "The appeal of officially endorsed WWE tie-ins is that you get to beat up all those well known steroid-jockeys, but *Kinniku* has something called playability."

MILES

## FINAL SCORE

# 8.9

THE BEST WRESTLER  
AVAILABLE TODAY... SHAME IT'S  
ONLY ON IMPORT

## I WANNA TELL YOU A STORY

If you've never heard of the *Kinniku Man* cartoon series... well, we're not really surprised. However, that's exactly what the entire game is based on, and to make matters worse, there's a rather odd story tacked onto the whole thing. After you've chosen your fighter in the Story mode, you're whisked away into a tale of intrigue, mystery and most importantly, time travel. With the cartoon having a rebirth in Japan, it's only

right that the game should feature characters from both generations – hence we've got the 'new generation' from the recent cartoon going back and battling the 'legends' and, in some cases, their parents from the original. As well as trying to beat and unlock the legends for use in the main game, six secret wrestlers will also appear to try to thwart your every move. Like we said, odd... but rather appealing at the same time.



## Role-playing in the sky, with diamonds!



“Ha-harr, we be the lorrds of the sky, to be sure.” They probably wouldn’t say that

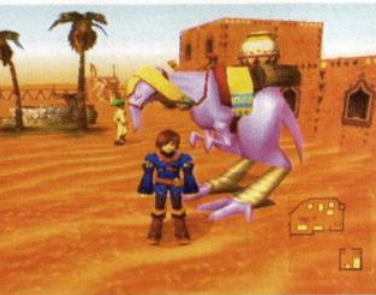
## GIRL POWER

### FEMALE INTUITION

Developed by a team largely comprised of game-mad Japanese ladies, SOAL makes us wish more women would enter the male-dominated world of games development.



The mega-damage dealing special moves are worth waiting for



# SKIES OF AR

The Gamecube port of Overworks’ top-notch RPG arrives, and it’s a cracker!

### HOPES HAVE

been running high for this GameCube port of *Skies of Arcadia Legends*, and understandably so. Not only does it pioneer the RPG genre on the ‘Cube, but the game has already proved its worth, being a port of the widely acclaimed Dreamcast game *Skies of Arcadia*. Far from being a simple console-to-console conversion though, *Eternal Arcadia Legends* boasts many features that are original and exclusive to the GameCube version. Good things come to those who wait.

*Arcadia* is undoubtedly a classic RPG, featuring an involving story, likable characters and a well honed, turn-based battle system. Japanese role-playing games have never really suited westerners, and *Arcadia* is no exception. The dialogue is wholly unintelligible, unless you have a grasp of the Japanese language, or if you had the pleasure of playing the westernised Dreamcast version. Fortunately, the gist of the plot can easily be followed through the beautifully rendered cut-scenes, though for most the English translation (to be released shortly) will be a wiser choice.

Developed by Overworks, the people behind the excellent Japan-only *Sakura Taisen* series, *Arcadia Legends* is the first major game in the genre for the ‘Cube. With that in mind, much is expected of it and thankfully, much is delivered...

## CUBE

### INFORMATION

#### SKIES OF ARCADIA LEGENDS

PUBLISHER: SEGA

DEVELOPER: OVERWORKS

PRICE: STBA

ORIGIN: JAPAN

PLAYERS: 1

MEMORY: 3 BLOCKS

### STATS

■ TEN NEW ‘DISCOVERIES’

■ NEW CHARACTERS TO MEET

■ IMPROVED CHARACTER MODELS

■ PORT OF A DC CLASSIC

TOTAL PAGES: MOVIES: X PICTURES: ✓

MAY '03 OUT NOW OUT NOW



CUBE  
STAR  
GAME





SOAL's bad guys strike fear into the fashion conscious

**TREASURE ISLAND:** The Hideout is a floating island used by Vyse as a safe haven. You can build it as you wish to make it a more comfortable and convenient home.



## PATIENCE REWARDED

### THE LATEST DEVELOPMENTS

Visually, not much has changed from the Dreamcast. However, numerous additions have been made to the GameCube version. Firstly, the plot is more cohesive, deeper and more complex. A number of GameCube-exclusive characters have been created, including the gothic Piastol, as well as new 'Discoveries' — these include rare objects and hidden places of interest. New side quests have also been thrown in. While these changes are minor, making it perhaps a little lacklustre for those who completed the DC original, they do contribute something extra to what is a superb example of the genre. Those who enjoyed the original should definitely give this one a go too.



「マルーン諸島」を発見した！



Information on 'Discoveries' sells well on the SOAL black market

# CADIA LEGENDS

"WELL-ROUNDED, EXCELLING IN EVERY IMPORTANT AREA"



## ONCE UPON A TIME

### THE SAGA OF THE ANCIENT RELICS

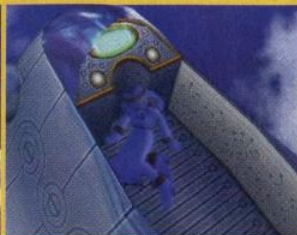
If there's one thing a good RPG should do, it's deliver an inspired story. Squaresoft has done it countless times, as has Nintendo through the *Zelda* and *Earthbound* series. In *Eternal Arcadia*, Vyse boards his dad's flying pirate ship and manages to rescue a

damsel in distress from the evil Valuan Empire. This young lady, together with Vyse and a host of other characters, are thrown into a quest where they must discover ancient relics. These relics could spell the end for Arcadia, the world of heroes and

heroines, if the Valuan Empire obtains them before our chums.

We won't spoil it for you, but rest assured the story is compelling throughout. The characters, although occasionally a little too obvious, are usually interesting

and genuinely likable. Considering the cast range from an old muscle-bound pirate with an iron arm to a fragile young lady who runs around in what looks like her wedding dress, the results are even more surprising.







## WAR AND PEACE

LET'S GET TACTICAL HERE...

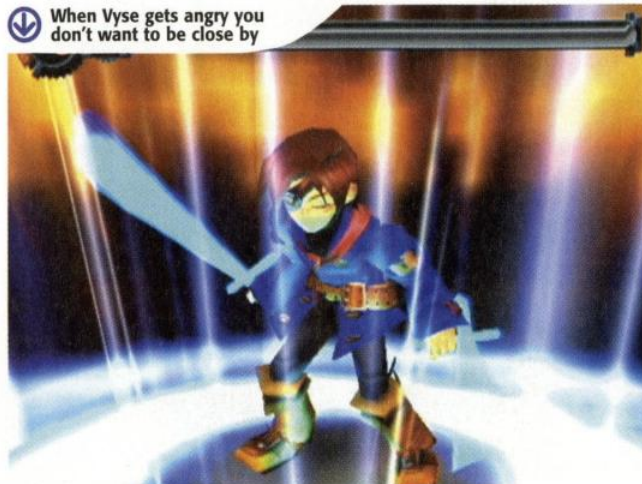
An RPG's battle system is always one of its most important features. Battles generally make up a very large part of role-playing games so, in order to ensure that boredom never sets in, the system has been tweaked. Overworks has managed this with aplomb. It may not be the most original (what's left to be attempted in the ageing turn-based regime?), but it is satisfying to play. The usual curative and offensive magic features require a preset amount of what is effectively MP. There are also close and long-range physical assaults. *Arcadia's* best battle feature however, is its special move system, which is different for each character. The point system is relatively accessible. An impressive cut-scene accompanies each of these attacks, although you're likely to take advantage of the developer's thoughtfulness and skip these with the push of a button.

Tactical elements on a scale similar to *Shining Force* simply couldn't be introduced here. However, *Arcadia* makes tactical demands on your ability; careful consideration of which are the most effective attacks is essential during boss battles. Characters can be made to defend so they sustain less damage from enemy attacks and, of course, you must consider the option of fleeing. Gripping stuff.

There are plenty of magic attacks to learn



When Vyse gets angry you don't want to be close by



**COMMENT** The basis for a good RPG rests on three things; likable characters, an involving story and a battle system that can hold your attention even after a thousand brawls. *Arcadia* has all of these features and much more. Aside from the superbly designed lead characters who participate in the main events, townspeople and travellers can be recruited to assist you on your ship. They all have their own story to tell and you find yourself checking up on everybody throughout the game. People whom you may meet by chance become key allies, and all avoid the trap of being too predictable. *Legends* has a fine cast if ever there was one, and therefore an excellent foundation for a top-drawer RPG.

The plot is engaging. Besides the main objectives there are countless sub-plots and side-quests to pursue, which add lifespan and depth to the

game. For example, you can spend time and expend energy in the building of Vyse's reputation as a pirate. This in turn, will attract people to your crew. A strong reputation is difficult to gain however, as it's based both on your reactions and the discoveries you make. With rival pirate factions out there trying to achieve the same, speed is also of the essence. There are many choices to be made within the story which will affect subsequent events. Options become available mid-conversation, which allows you to pursue different courses. It's neat little ideas such as these that set *Arcadia* apart from average RPGs.

Combat is well thought-out and always enjoyable. A range of attacks are available, and as weapons of greater power are purchased and experience is gained, the strength and force of your characters improves over the course of the game, thereby



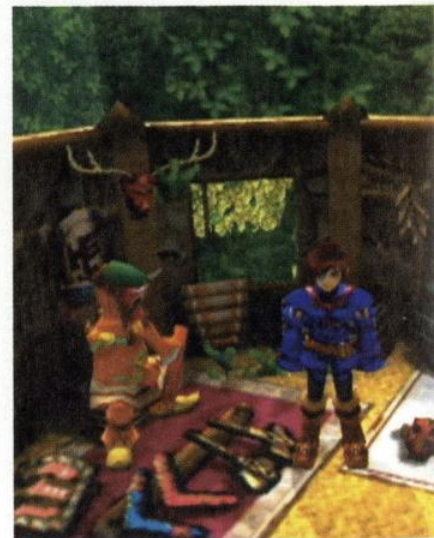
## YOU'VE GOT TO BE SHIP-SHAPE AT 20,000 FEET

I SEE A SHIP LOADED WITH GOLD... IT BE MINE I TELLS YA!

The most enjoyable aspect of the game are the on-ship exploits. Almost all exploration is carried out by flying around on your 'air-boat', aided by the compass and the directions of fellow travellers. Particularly good fun is when battles take place mid-air between two pirate ships. These are reminiscent of battles in *Panzer Dragoon Saga* (arguably the best

SEGA Saturn game ever released). Freedom is absolute, allowing you to move to any side of your opponent's ship and use any of the arsenals at your disposal. The battles take a while to get used to, but these airborne dogfights are tremendously fun. Upgrades can be purchased to make your cannons more powerful and magic can also be utilised

in battle, making the amount of weaponry — hence the number of decisions to be made — quite intense. As you progress, you'll be able to take control of new, more powerful ships, resulting in huge and destructive pirate battles. There has never been a better outlet for your misguided dreams of being Jim Hawkins!





**OVERWORKED?** As well as developing *Eternal Arcadia* and the *Sakura Taisen* series, Overworks continues to release Java and i-Mode games for mobiles.

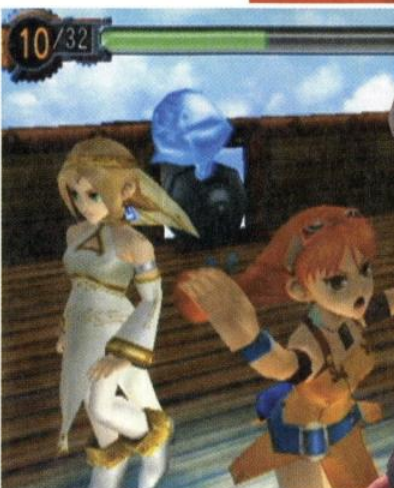
Created by



serving to keep your interest piqued. The finest element of *Legends'* battle system is the new ship-versus-ship combat, which works surprisingly well.

The fact that *Skies Of Arcadia* is so well-rounded and excelling in every important area makes it a superb game both for RPG enthusiasts and newcomers to the genre alike. The port from Dreamcast to GameCube has, as one would expect, been seamless. Our only real gripe is that the visuals haven't been improved sufficiently to help GameCube *Arcadia* match the likes of Capcom and Nintendo's original GameCube creations. Still, the graphics are smoother and crisper than Dreamcast *Arcadia*, and since that game was a stunner we're quite happy to have its charm preserved on the 'Cube. As the first major (bona fide) GameCube RPG, we're pleased to report that *Skies Of Arcadia Legends* delivers by the spade. May can't come soon enough.

JONTI



Female pirates have got short tempers... you've been warned



The characters now have individual fingers, rather than the stumps of the DC version



Take out the pirates in order to win weapons and gold!

REPUTEDLY

PIRATES

As you make decisions and gain experience, your reputation as a pirate becomes all the more established. Depending on your infamy, people will either join you as crew-members, or shun you like a criminal.

Gilder  
Heh, not too shabby  
that two ruffians

## PIRATES AHOY!

### FROM THE EVIL TO THE POOR

For anyone who needs escapism, *Arcadia* has the perfect setting. Melding sci-fi elements with the choicest of swashbuckling influences, the basic premise is that the hero is part of a pirate clan who, in a very Robin Hood-like manner, rob the evil to feed the poor. Other pirate organisations that roam the Seven Skies rob from everyone and anyone. The pirate element isn't the only draw though, because as the title suggests, *Skies of Arcadia* is based entirely in the sky. The ships fly and there are islands floating in mid-air. How the gravity-defiance thing occurs is anyone's guess, but that's not the issue. The setting is 17<sup>th</sup> Century, but with a great twist. If that doesn't appeal to your explorative nature, then nothing will.

**"A SUPERB GAME BOTH FOR RPG ENTHUSIASTS AND NEWCOMERS..."**

## CUBE VERDICT

### SKIES OF ARCADIA LEGENDS

A TOP CLASS RPG WITH AN ORIGINAL SETTING



#### VISUALS

Technically not spectacular, but remarkably solid and eye pleasing



#### AUDIO

Wonderful soundtrack. Sfxs and voice-overs are equally great



#### GAMEPLAY

Extremely enjoyable ship battles. Easy system to get to grips with



#### LIFESPAN

It'll keep you occupied for hours and days. Fantastically engrossing



#### ORIGINALITY

Original settings. The tried-and-tested RPG formula is adhered to

#### ALTERNATIVE

Want to see what all RPGs aspire to? Check out this SNES classic. It's the best role-playing game ever.

#### CHRONO TRIGGER

Reviewed: Issue



CUBE Rating: N/A

## 2ND OPINION

**SCURVY!** "Years on and it's still one of the best RPGs around. It's just a shame that SEGA didn't make it look a little bit better."

CHANDRA

## FINAL SCORE

**9.0**

FOR JAPANESE-SPEAKERS, THIS IS THE TOPS. EVERYONE ELSE, WAIT FOR THE ENGLISH VERSION





AUSTRALIAN  
**CUBE**



# CUBE



ISSUE SIXTEEN

It's the time of the month  
when we go all interactive



YOUR LETTERS

## VIEWPOINT

**78** The choice picks from this month's mailbag. It's the place you can learn AND have fun



## MOH: FRONTLINE

**82** Part two of our complete guide. Every level mapped for you so you know exactly where to find those much needed ammo and health packs



## A-Z OF GAME CUBE TIPS

**100** The complete database of GameCube cheats, codes and secrets



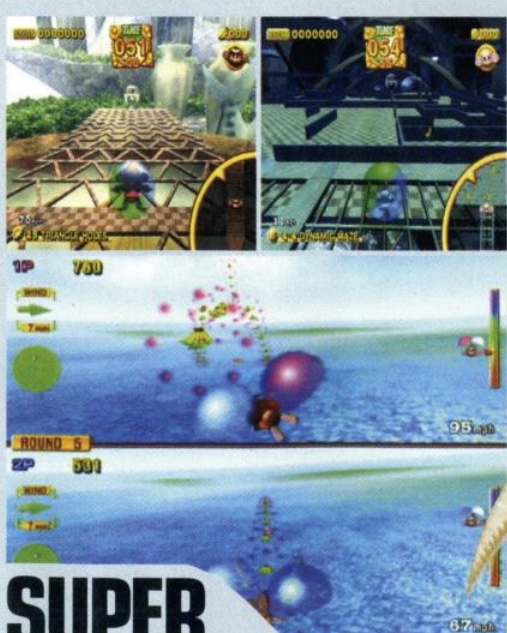
## A-Z OF GAMEBOY ADVANCE TIPS

**106** The complete database of GameBoy Advance cheats, codes and secrets

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SOLUTIONS



## SUPER MONKEY BALL 2

**80** SEGA's rollin' monkeys are back in full PAL effect. To celebrate, here are a bunch of pointers to help you along

## HARRY POTTER AND THE CHAMBER OF SECRETS

**88** Take out your wand and discover what lies inside Harry's chamber, with a little help from the CUBE SOLUTIONS wizards.





# CUBE

ISSUE SIX

## VIEWPOINT

**WRITE TO US, OR THE MONKEY GETS IT. THIS IS NOT AN IDLE THREAT. THESE ARE DESPERATE TIMES!**

Another month, another mound of missives to wade through, and it seems we are learning to live in harmony with our alternative console brethren.

### GET IN TOUCH

If we were any easier to get hold of we'd be Pommy wickets in the third test.

### EMAIL

To be sure they land in the right place, aim your emails at [paragonpublishing@bigpond.com.au](mailto:paragonpublishing@bigpond.com.au)

### LETTER

CUBE Magazine, Paragon Publishing, Level 5, 162 Goulburn Street, Darlinghurst, NSW 2010

### FAX

Or you can send your letter to us by fax on 02 9265 7650.

RANT ON!

### RISE ABOVE IT

Dear CUBE  
I couldn't agree more with Matthew Smart's letter in issue 4. I own all 3 next gen consoles and also buy many of the magazines for each console. You can certainly see a difference from the 'Cube and Xbox mags to the PS2 mags. Granted, the GC and Xbox might not be selling as much as the PS2, and the relative mags don't try to hide that, but reading a PS2 mag, I have never witnessed such anti-other console views before. The writers of PS2 mags must surely all be wearing their rose tinted specs. The Xbox and GC mags don't seem to mind airing views about the other machines, but they get slated in the PS2 mags. I recieved my GC at Christmas from my girlfriend bless her and I love it (the cube that is...and her...oh god). I'm not saying this because this is a 'Cube mag but for pure gaming only, this is the machine to own. I love the Xbox too and to be honest, it's the PS2 that's gathering dust at the moment. (Maybe I've realised there is better out there!) What some people don't understand though is that, whilst the three players in the console world battle out against each other, we are reaping the rewards with ultra low prices. Imagine if PS2 was the only console out there? They'd charge whatever they wanted for games and the console itself. Think people, and

just remember that we are the BIG winners in all of this.  
VIA EMAIL

➡ **CUBE:** *You must be one of the only people to consider game prices to be 'ultra low'. They have effectively levelled out however, granting a degree of stability to the industry. The question of whether or not multiple hardware platforms are a good thing can be argued long into the night. On the one hand if there was one console it would mean an end to dodgy ports and potentially shorter development times, but there's room for PS2, Xbox and the GC to coexist. There's always been multiple platforms, and it's down to people to decide which one suits them best. If you can afford more than one console, all the better. Otherwise it's a taste thing.*

### SUNSHINE IS FOR GIRLS

➡ Dear CUBE  
I have just read issue 4 of CUBE and I think Chris Neilson has a good point about SMS. When I got my cube for Xmas I got *Tony Hawk's 4* and *SMS*. I now have 4 games and the game I play on least is *SMS*. I have a 17-year old sister who plays on it quite a lot and is far better than

I am at it, and she quite likes it, but I have two PS2 owning friends who both completely HATE it. I'm not saying it's a bad game, but it is a lot overrated. My sister has an N64 and *Banjo Kazooie*, which I much prefer. On *SMS*, the graphics aren't that good, the audio is awful and it's a bit hard in places. I am considering trading it in for *Luigi's Mansion* or *Starfox Adventures*; do you reckon I should? Oh, and I REALLY want to know - is *Banjo Kazooie* coming out - I know Nintendo own the rights to *Donkey Kong* from Rare, but I'm not too bothered about that.

JONATHAN POOLE, PENRITH

➡ **CUBE:** *Sunshine has divided opinion like no other Mario game. What more can we say? No to Banjo though, although there will be a version on the Xbox. It's all swings and roundabouts at the end of the day.*

### SCARY

➡ G'day  
I hate the way I love you  
ZAC

➡ **CUBE:** *You can never have enough love for CUBE. You should remember that.*

## SEGA ON MY MIND

IS THE GAMECUBE GETTING A RAW DEAL?

➡ Dear CUBE  
Alright lads n' girls. A great mag, got every edition so keep up the good work. I've never written to a magazine before but I felt I had no choice as yours is so great and I'd love to see my name grace your pages. Anyway, to my point.

SEGA seem to be supporting all the next generation consoles but I'm just wondering why the 'Cube seems to be getting the worst deal. PlayStation gets *Virtua Fighter 4*, Xbox gets *Shenmue 2+3* plus *House of the Dead 3*, and what do we get? *Crazy Taxi* and *Virtua Striker*!!! What's all that about, I ask? Okay, *Beach Spikers* is okay, but the games the other ones are getting look a bit

more tempting, I think you'll agree. Please could you give me some good news and let me know SEGA's future releases. Okay, Nintendo's games are top class, but SEGA has had a place in my heart for ten years.

SCOTT FINNEY, ST. KILDA

➡ **CUBE:** *Well there is this obscure thing called Super Monkey Ball that we've vaguely heard about which is supposed to be quite good. Also, to be fair, Crazy Taxi is a way better game than House of the Dead 3, and Skies of Arcadia Legends (see page 72) is pretty sweet as well. So there.*



We want your wisdom!

LET'S TALK ABOUT IT



There's always a little sunshine when Mario's around, bless him

## SHOP YOUR MATES

Dear CUBE

In response to the letters about the gamecube being ignored in games shops. Who really gives a monkeys right bum cheek about where the gamecube display is in the store as long as we are happy with what WE are buying. Why do we even care what the public thinks about our special little cube of power. The reason the 'Cube does not have a lot of space in the shop is because, as much as we all want to ignore it the 'Cube does not have many games out compared to the PS2 so what would we do with the space. Those letters could not have put it in better words. Us Gamecube owners go into a shop with an intention to walk in, buy what we came for and get out. I for one only buy a game if it is worth my money and has received good reviews. I currently own only two games and they are *Super Mario Sunshine* and *Timesplitters 2*. I went to the shop intending to buy these 2 awesome titles and nothing else. Lets stop complaining about how our favourite game system is positioned in the shops and start concentrating on the fact that we keep on getting quality games sold to us. Fellow gamers, throw down your marketing strategies books and pick up a controller and have some fun with the small tower of power we know as the Gamecube.

FROM AUSSIE GAMER

PS keep up the good work at CUBE, you guys are the people that inspired me to buy *Super Mario Sunshine* and the best ever FPS known as *Timesplitters 2*.

CUBE: PlayStation dominates floor space because it has more games available. As a result PlayStation owners are more likely to browse while GC owners are

generally more aware of what's available and therefore more likely to go to stores with a specific game in mind. It's no skin off our collective noses, is it?

## AUSSIE CHUMPS

Dear CUBE

Once again, Nintendo has failed to live up to its promises in delivering the goods (in terms of peripherals and software) and continues its trend of treating Australian buyers like second-rate customers. It makes me wonder if Nintendo would be around today if it made its Japanese customers wait so long for its first/second party titles and peripherals. Somehow I doubt it.

The Gamecube is an excellent console with some great games, but it really doesn't offer enough incentive in terms of big licences to encourage Australian users to buy/stay with it.

Most people will probably own at least seven or eight good titles but then struggle to find much else that appeals or that ranks above gross mediocrity. Those titles will also have been played to death by now and even worse, around 50 are likely to be ports of games from the PS2/X-Box/PC stables.

I love Super Mario

*Sunshine, TimeSplitters 2, Super Monkey Ball, Burnout, Super Smash Brothers, Eternal Darkness, Luigi's Mansion and Rogue Leader* to bits, but I also want to play something different! I want to play *Splinter Cell* but it's been delayed, I want to play *Metroid Prime* but I've got to wait three months, as for *Zelda*? Oh god I wish I could mess about with time like Link. I also don't want to be just limited to black and purple accessories and no DVD playback. The only respite is the rumour that *Super Monkey Ball 2* (YAY SEGA!) is coming to Australia very soon and *Mortal Kombat: DA* should relieve some virtual tension.

I guess I'm just being petty in wanting shorter waiting times, but I don't really think that lack of support for yet another absurd choice of storage media (meaning delays in production time) and lax interest in translating/testing gameplay under PAL systems represents a viable argument for such delays. Surely there's a way of doing them in parallel with NTSC and other console release dates? And no - I'm not going to buy another Gamecube on import before you mention it.

MORGAN EVANS, BRISBANE

CUBE: We'd love to disagree, but Nintendo's attitude has always been Japan first, the US second and everyone else third, if at all. We don't like it, but we can't do anything about it. The reason we stick with it is because we know that, eventually, Nintendo will make it worth our while. (see David Yarnton interview Page 9)



DO YOU KNOW IF THERE WILL BE ANY MUSIC MAKER GAMES COMING OUT ON GAMECUBE?  
CUBE: Nothing doing at the moment

IS THERE A CHANCE OF THEIR EVER BEING A GC PILOT WINGS?  
CUBE: If only

DO YOU KNOW IF THQ ARE GOING TO MAKE A DECENT FOLLOW UP 2 WRESTLEMANIA X8  
CUBE: Follow-up, certainly. Decent? You'll have to wait and see. Or check out the Kinniku Man review this ish

SANNA IS SWEET, STEPHANIE? WHAT!  
CUBE: Well, quite!

NINTENDO SHOULD BRING OUT A ZELDA MEGA COLLECTION WITH ALL NES SNES AND GB GAMES ON, DO YOU AGREE?  
CUBE: Yes

LINK IS MY INVISIBLE FRIEND, HE TELLS ME TO PLAY ZELDA 24/7  
CUBE: Byron is also invisible and says send us all your money

DO YOU HAVE ANY JOBS ON OFFER I'LL DO ANYTHING  
CUBE: Do you do your own sound effects at all?

YOU GUYS SAID YOU WERE GOING TO DO SOMETHING ON RUMBLE 2 IN ISSUE 4 AND YOU DIDN'T I WAS LOOKING FORWARD TO THAT  
CUBE: Observe the Lost Kingdoms II preview on page 32

I JUST SOLD MY CUBE WITH 6 GAMES TO GET AN XBOX.  
CUBE: You're not making any friends round here, you know

WILL STAR FOX ARMADA BE VERY SIMILAR TO LVLAT WARS ON THE N64?  
CUBE: That's the plan

### XBOX

I have just seen screens of DOA: Beach Volleyball on Xbox. Does anybody mind?  
JIMMY G, NEWTOWN, NSW  
CUBE: As a matter of fact, we do





# Q&A

## SUPER MONKEY BALL 2

ISSUE 514

# ASK AIAI



Are you new to the Monkey Ball phenomenon? Don't know your MeeMee from your GonGon? Getting pounded in *Monkey Fight* or blitzed in *Monkey Dogfight*? Whatever your problem, cut out the middleman and address your questions directly to the world's most popular ball-rolling simian, Aiai.

### PLENTIFUL POINTS

Dear Aiai

I really want to get all the mini-games as quickly as possible but I'm not too great at the main game and don't earn many Play Points every time I try to get through Challenge mode. Are there any cheats or sneaky tactics to get loads of extra points?

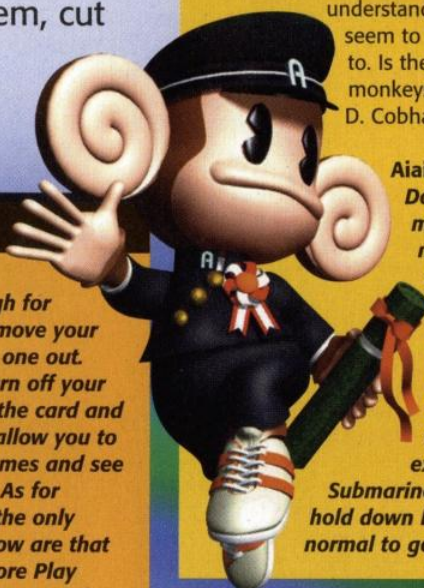
P. BARNES, CURL CURL, NSW

Aiai Says...

First things first – monkeys never cheat. I may have a few little tricks just for you, though. First of all, know how to

use your Play Points.

Once you have enough for a new mini-game, remove your memory card and try one out. When you're done, turn off your GameCube, re-insert the card and start over – this will allow you to go through all the games and see which you want first. As for getting more points, the only things you should know are that harder levels yield more Play Points, so the higher stages of Story mode are very fruitful, as is a successful run in Challenge mode. Practice any levels you're unsure about beforehand and you should rake in the points.



### BOAT RACE BOTHERATION

Dear Aiai

I've managed to unlock most of the mini-games but I really don't understand Monkey Boat Race. No matter what I do, I always seem to lose and I'm doing exactly what the game tells me to. Is there some hidden trick to beating the other monkeys or am I just rubbish?

D. Cobham, North Sydney

Aiai Says...

Don't feel bad, friend. It's a tough one and no mistake. In fact, it's probably the hardest monkey mini-game yet! The trick here is to alternate the shoulder trigger you press and to release it only when the gauge at the top of the screen fills.

As you release one, begin to hold the other and repeat this pattern to gain speed. Turning can also be quite confusing, but concentrate on the opposite trigger to the direction you want to turn (keep hitting L to turn right, for example) and you should pick it up. The

Submarine power-up is very handy, too – if you get one, hold down both triggers to go super fast and turn as normal to get an even bigger lead.

### STORY STRIFE

Dear Aiai

How on earth am I supposed to finish the '8 Bracelets' level on World 7 of Story mode in *Super Monkey Ball 2*? I've tried countless times and it just seems impossible...

E. OLIVER, BENDIGO

Aiai Says...

It always seems that the longer you try to do the more difficult levels, the harder they get. Although you have unlimited attempts in Story mode, don't just keep trying and trying – frustration

will undoubtedly get the better of you. Instead, take a break, chill out, try an easier level, have a banana, watch Congo – just do something to take your mind off the tricky monkey puzzle. As for that nasty level, the trick is to maintain momentum. If you slow down at all you'll have a lot of trouble reaching the end, so speed down the rings and try to jump out at the end and fall into the highest possible point of the next hoop. Keep this up and you should reach the goal eventually. Good luck!





## STUPID SWITCHES!

Dear AiAi

AAAAARRRRGGGHHH!!!! If I ever see another switch again, it'll be too soon! I keep getting stuck on the Switch Inferno level and I can't work out what to do! Is there a safe switch or is there some sneaky monkey trick that nobody's telling me about?

L. GRIFFIN, BRISBANE

AiAi Says...

You'd be amazed how many humans have the same problem – but it's easy for us monkeys! Take a trip to the far right corner of the switch patch – the button you want is the one on the far right in the second to last row. Good luck getting to the goal in time though. You'll need to hit the switch while running to get there before it goes away again!

## EXTRA! EXTRA!

Dear AiAi

I've heard that in addition to the three normal modes in Challenge mode, there are extra levels – is this true? If so, how do you get to them? Is it the same 'don't lose a life' nonsense that made the first game so difficult?

K. INGMAN, NEWCASTLE

AiAi Says...

Extra levels are a lot easier to obtain this time around and to reach them all you need to do is finish a set of levels without continuing. The first set should be a breeze, but Advanced and Expert can prove somewhat troublesome. We heartily recommend that you wait until after you've bought all the mini-games – you'll then be able to buy extra Monkeys (ie extra lives) for Challenge mode which means a single continue goes even further. We've not found a maximum to this value yet, but we're into the forties – and that's a lot of monkeys!



## BABY'S CRASH COURSE #1: LABYRINTH

ONE OF THE TOUGHEST LEVELS TO FIGURE OUT, BUT BABY TAKES YOU THROUGH IT STEP BY STEP!

This is a race against time so learn these directions well and don't slow down if you want to reach the end!



1. Go up the big ramp on the left and drop into the gap straight after it.
2. Turn right and follow the low level to the end, where you need to turn round and go up the ramp that passes under another.
3. Follow this level round to the left and go down the ramp back down to the lower level – follow this to the ramp at the end.
4. Go up the slope and go left, then take another left up to a purple-floored area.
5. Go straight forward to a ramp on the right – use this as a little run-up and charge down it and off the edge to a lower area.
6. Take a right, then right again up to a bunch of bananas and a tricky ramp on the left.
7. Get a run-up and dash up the ramp to the platform on the left (this is the hardest part), drop off in the direction of the slope you just came up and run through the goal.

SEE? IT'S EASY WHEN YOU KNOW HOW, EVEN FOR A BABY! EI-EI-POO!

## TOP TEN TIPS AND TRICKS

GOOD LUCK... YOU'LL REALLY NEED IT!

AiAi addresses those general sticking points that even the toughest Monkey Ballers have problems with sometimes:

1. Use Practice mode often. Not only will this help you brush up on your skills but it's also a good way of getting to grips with the harder stages.
2. The 'View Stage' option in the menu is a must, but bear in mind that it's only available in Story and Practice mode and in levels you've cleared before in Challenge mode. We'd never have cleared some of the maze-like stages without it.
3. You're best off using AiAi for most of the main game – since we've cleared Story mode using him, he can't be all bad!
4. Play Points are built up towards the end of a set of Challenge levels. While the early levels are worth a pittance, later levels are quite decent earners, particularly the last level of a set. Bear this in mind as you go earning.
5. In Monkey Fight, the 'swing' technique from the first game is a lot less effective. Instead, make a beeline for power-ups and use the new charge attack (B button) wherever possible to earn big points.
6. Monkey Target is all about the speed and distance now – open the ball as late as you can and you should have the speed to glide all the way to distant targets for more points. On smaller levels, use this extra speed and height to stay in the air longer and knock your opponents from their high-scoring positions.
7. If you land on a Fast-Forward button at the start of a stage, check around for a Play switch. While there may not be one, finding one can give you a much better chance of finishing the level.
8. If in doubt, try running in a perfectly straight line. You'd be surprised how many levels this actually works on...
9. Try to stick with Story mode before going into Challenge mode. This gives you much more time and freedom to learn the levels as well as being a marvellous source of Play Points.
10. Master levels are back! To reach them, finish Expert mode and the Extra Expert levels that follow in a single continue, but don't expect an easy ride when you get there. There are even Master Extra levels for the best Monkey Ballers among you.



# CUBE MASTERCLASS

ISSUE SIX

## MEDAL OF HONOR - PART 2

*Fire in the hole! Last month we showed you how to get through the first half of the game. Well, now it's time to finish the job. With these maps to hand there shouldn't be any nasty surprises...*

### KEY

-  FIELD SURGEON PACK
-  MEDICINAL CANTEEN
-  ENEMIES
-  MEDICAL KIT
-  GRENADES
-  ALARM

NEW WEAPON

### GEWEHR 43

The German Issue Sniper Rifle can hold ten bullets in the magazine, meaning you will have to reload a lot less. It is accurate and has a good zoom range for spotting the enemy snipers on the scaffold of the bridge.

START

CAMPAIGN 3  
SEVERAL  
BRIDGES TOO FAR

### MISSION ONE: Nijmegen Bridge

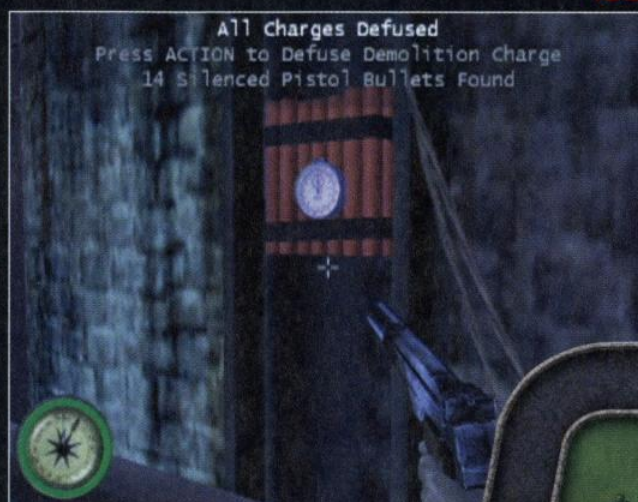
TOTAL ENEMIES 77

#### SUMMARY

Nijmegen Bridge has been primed with explosives that could blow at any time. Disarm them while watching out for enemy snipers on high sections of the bridge.

#### OBJECTIVES:

- 1 DEFUSE CHARGES UNDER BRIDGE
- 2 DESTROY ANTI-AIRCRAFT GUN
- 3 ESCAPE IN MEDICAL SUPPLY TRUCK



Look on the beams that support the bridge to find the explosives left by the German Engineers. Simply press the Action button to pull the wires and stop the bridge from being blown up!

Blast the barrel in the corner to destroy the Anti-Aircraft Gun



# DEATH... WHAT DO Y'ALL KNOW ABOUT DEATH?

CAMPAIGN 3  
SEVERAL  
BRIDGES TOO FAR

## MISSION TWO: Yard By Yard

TOTAL ENEMIES 87

### SUMMARY

You're on the outskirts of Arnhem. There are several roadblocks preventing the supply truck from reaching the injured men. Scout ahead and blow up these barricades.

### OBJECTIVES:

- 1 CLEAR ENEMY CHECKPOINTS FROM MAIN ROAD
- 2 DESTROY RADIO
- 3 FIND YOUR WAY TO CENTRAL ARNHEM

## TOP TIP

### LISTEN UP, SOLDIER!

Some of the crates lying around the streets contain additional supplies and health bonuses. Smash them open with a short burst of fire from your MP40 and ensure that you collect the contents.

START

A

## BAR

The BAR is a lethal machine gun that has a magazine of 20 bullets. The fire rate is extremely slow, but each bullet causes maximum damage to the enemy, making it a useful weapon in these Nazi-filled streets.

■ Climb over the fence and follow the guy through the gate

■ Use the Machine Gun to destroy the checkpoint

■ Machine-Gun the final checkpoint outside

UPSTAIRS

UPSTAIRS

START

■ Use the Machine Gun to blast the small red canister outside

UPSTAIRS

■ Destroy the second checkpoint with the Machine Gun

■ Kill the squad and grab a Panzerschreck rocket launcher

■ Snipe the guards from here, then run for the Machine Gun to destroy the tank

■ Either use the Panzerschreck on the tank or dash past it to the Machine Gun



CAMPAIGN 3  
SEVERAL  
BRIDGES TOO FAR

## MISSION THREE: Arnhem Knights

TOTAL ENEMIES 71

### SUMMARY

Arnhem is a bloody battleground. You must save the friendly forces pinned down by Nazi troops and take out the enemy tanks that are known to be cruising the streets.

### OBJECTIVES:

- 1 DESTROY PANZER IV TANKS
- 2 NEUTRALISE PANZERSCHRECK SQUAD
- 3 MEET JIGS AT CUSTOMS HOUSE



# CUBE MASTERCLASS

## MEDAL OF HONOR - PART TWO



### MISSION TWO: Riding Out The Storm

TOTAL ENEMIES 24

#### SUMMARY

You are aboard Sturmgeist's heavily armoured train and must try to assassinate him before he reaches his destination. Watch out for other trains on the track next door.

#### OBJECTIVES:

- 1 DESTROY RADIO
- 2 HUNT DOWN STURMGEIST
- 3 STEAL STURMGEIST'S BRIEFCASE

HOTEL

A

The guards are alerted to your disguise and open fire

HOTEL  
INTERIOR

A

START

### TOP TIP

LISTEN UP, SOLDIER!

Ammo is in short supply in this area of occupied territory, so you must try to avoid wasting it. Remember to search the bodies of all the Nazis you kill, which should give you enough ammunition to accomplish your mission.

CAMPAIGN 4  
ROLLING THUNDER

### MISSION ONE: On Track

TOTAL ENEMIES 70

#### SUMMARY

You've made it to Emmerich, but the city is due to be bombed in a few hours' time. Get yourself into the station and sneak aboard Sturmgeist's personal train to hitch a lift to a secret airbase nearby.

#### OBJECTIVES:

- 1 STEAL OFFICER'S UNIFORM
- 2 STEAL OFFICER'S ID PAPERS
- 3 ENTER TRAIN STATION
- 4 DESTROY STATION CONTROLS
- 5 BOARD STURMGEIST'S TRAIN



The guards in the warehouse are annoying as there are no more health bonuses to be found



Use these rooftop guns to stop the trains on the other tracks

Throw a Grenade over the tank to kill the guards behind

Enter the next armoured carriage and quickly kill the Nazi guards inside. Remember to search for ammo!

START

A

B



CAMPAIGN 4  
ROLLING  
THUNDER

## MISSION THREE: Derailed!

TOTAL ENEMIES 72

### SUMMARY

Sturmgeist's given you the slip, but you've found the location of the secret airbase in his briefcase. The allies want to destroy this base quickly, so you must try to find an alternative form of transport.

### OBJECTIVES:

- 1 INFILTRATE TRAIN YARD
- 2 FIND THE DEMOLITION CHARGES
- 3 DESTROY FUEL DEPOT
- 4 FIND TRANSPORTATION TO GOTHA

### TOP TIP

#### LISTEN UP, SOLDIER!

Take things slowly and use your Sniper Rifle to scout the territory ahead. It's much easier to kill the Germans from a distance and you'll find yourself taking less damage. Keep your eyes open when looking through the sight as sometimes guards can sneak up on you.



➤ Place some Explosives on the centre of the locked gate and then back away to avoid the blast!



➤ This soldier refused to dance, so we showed him how to do the Fosbury Flop with a bullet in his chest!



➤ Your Sniper Rifle can be used to kill the guards on the platform behind the gate without getting too close





# CUBE

## MASTERCLASS

### MEDAL OF HONOR - PART TWO

CAMPAIGN 5  
THE HORTEN'S NEST

#### MISSION ONE: Clipping Their Wings

TOTAL ENEMIES 86

##### SUMMARY

Arriving at the Base, you've had to ditch most of your weapons to squeeze in through the air ducts. Take care, as Sturmgeist has alerted the guards.

##### OBJECTIVES:

- 1 FIND THE WEAPONS STASH
- 2 FIND THE AMMO ROOM
- 3 FIND THE SPY CAMERA
- 4 PHOTOGRAPH 5 BLUEPRINTS
- 5 LOCATE THE PLANS FOR THE RD-1X
- 6 FIND A WAY INTO THE MANUFACTURING PLANT
- 7 DESTROY THE TEST ENGINE
- 8 EXIT THE FACILITY



The guards in the canteen are ready for you, so kill them quickly with your BAR

Hit the switch to start the wind tunnel fan

A

#### TOP TIP

LISTEN UP, SOLDIER!

Medical kits are few and far between in this facility, so you'll need to use plenty of cover to avoid taking too much damage. Don't charge around with guns blazing, take your time and back off when confronted by several enemies.

CAMPAIGN 5  
THE HORTEN'S NEST

#### MISSION TWO: Enemy Mine

TOTAL ENEMIES 40

##### SUMMARY

The only way to get out of the complex is to travel through the mine. Keep your eyes open and look for barrels on the platforms to take out several enemy soldiers in one shot.

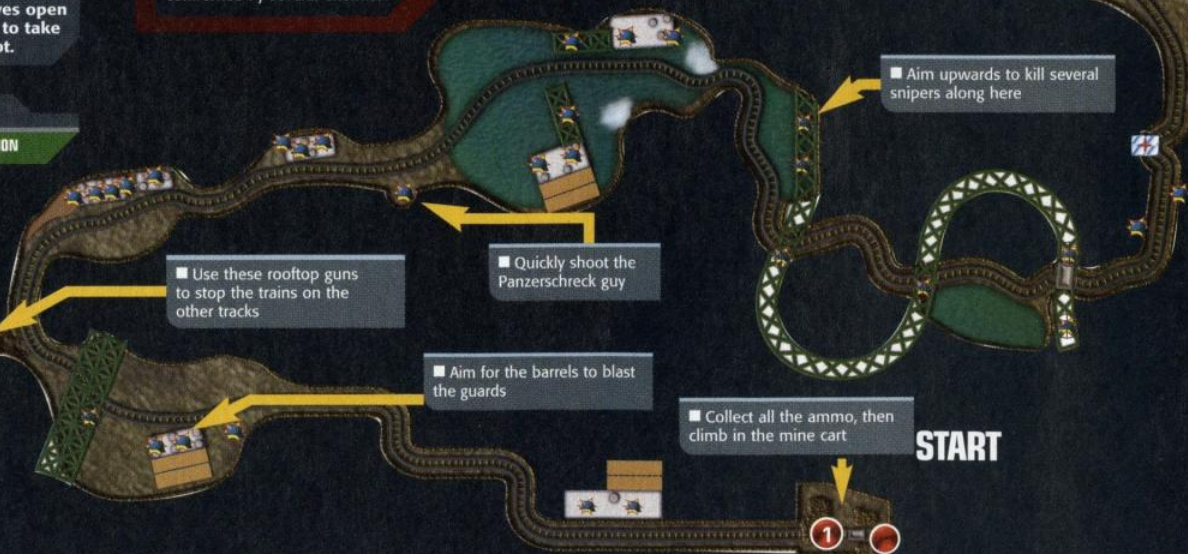
##### OBJECTIVES:

- 1 RIDE MINECART TO SECRET RADAR INSTALLATION

#### TOP TIP

LISTEN UP, SOLDIER!

The mine is full of enemy soldiers waiting to shoot you before you reach your goal. Use the barrels to blow up troops using minimal ammunition and try to reload during the short sections between platforms.







# CAPARZO, GET THAT KID BACK UP HERE!

CAMPAIGN 5  
THE HORTEN'S NEST

## MISSION THREE: Under The Radar

TOTAL ENEMIES 102

### SUMMARY

You are just outside the secret airbase and must now try to contact your friends to give them the exact coordinates for their bombers.

### OBJECTIVES:

- 1 FIND THE DEMOLITION CHARGES
- 2 DISABLE BOTH RADAR STATIONS
- 3 RADIO ALLIES YOUR POSITION
- 4 FIND ENTRANCE TO THE HO-IX HANGAR

### GOLD MEDAL TIP

#### LISTEN UP, SOLDIER!

When you reach the hangar entrance, return to the very start of the level and loads more enemies will appear for you to kill.

START

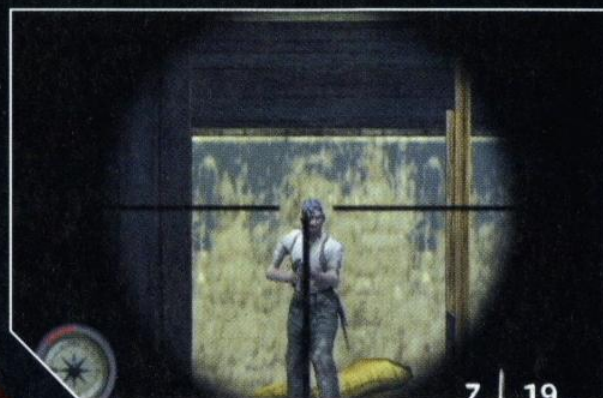
A

A

■ Use the Sniper Rifle to eliminate enemy snipers on the towers



Hide behind the targets and use your Sniper Rifle to kill the soldiers on the firing range



7 | 19

CAMPAIGN 5  
THE HORTEN'S NEST

## MISSION FOUR: Stealing The Show

TOTAL ENEMIES 54

### SUMMARY

The bombers are already on their way and now you're all alone in the middle of extremely hostile territory. The airbase is crawling with Nazi soldiers!

### OBJECTIVES:

- 1 FIND AND ELIMINATE STURMGEST
- 2 STEAL THE HO-IX

■ Quickly duck back out of the hangar to avoid falling bombs

START

■ Use the Machine Gun on enemies, dashing back to the start passage to heal wounds

■ Keeping on the move, kill all the troops then finish off Sturmgeist



# Harry Potter

AND THE  
CHAMBER  
OF SECRETS

Take out your wand and discover what lies inside Harry's chamber, with a little help from the CUBE SOLUTIONS wizards.

**INFORMATION**

**HARRY POTTER 2**

**PUBLISHER:** EA

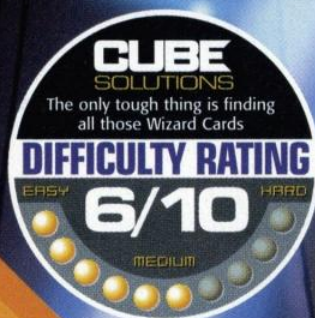
**DEVELOPER:** EUROCOM

**GENRE:** ADVENTURE

**PRICE:** \$99.95

**PLAYERS:** 1

**GUIDE WRITTEN BY:** SIMON GRIFFIN



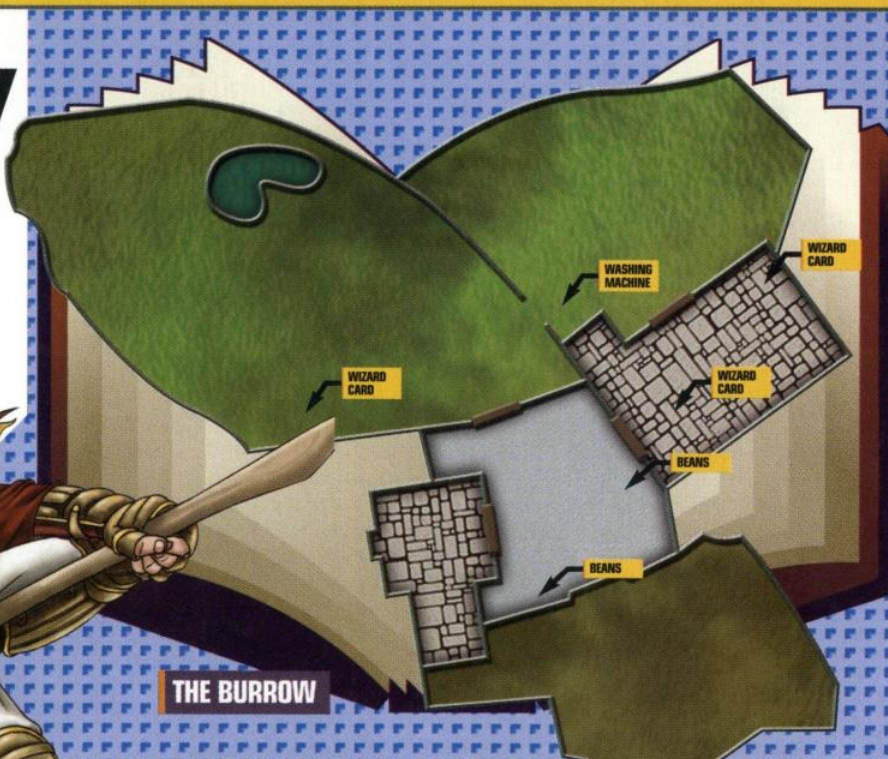


# THE BURROW

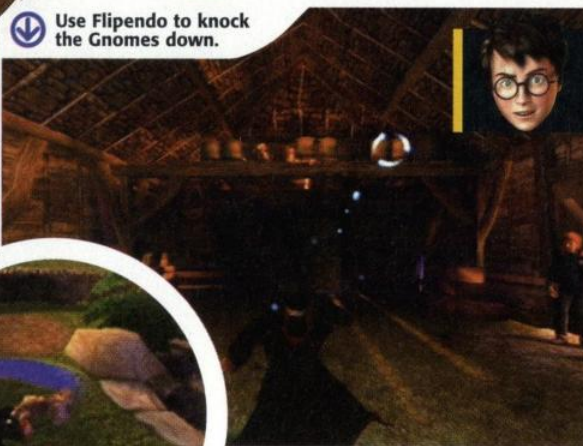
Flipendo the glass jar to release a **Bott's Bean**, then cast it at the magic measurer. Fred, George and Ron will now head into the barn. Before you follow them, cast Flipendo at various objects (such as the dustbin and toolbox) to find some more **Beans**. Now head into the barn to meet up with the others inside.

Aim at the gnomes in the rafters and cast Flipendo on them to knock them down. Now open the chests in here to get your first **Witches & Wizard Cards** (#1 and #3). Go outside and battle the **(WASHING MACHINE)**. Flipendo the **Chocolate Frog** and pick it up then join the others in the garden for some de-gnoming. Flipendo the gnome to daze them then press **△** to pick them up. Go over to the wall and hold **△** to start

spinning, then release it to let go of the gnome. Beat the record throw to get a **Card** (#8), then open the chest to get another **Card** (#59). Once that's all done, use your Remembrall to end the day.



Use Flipendo to knock the Gnomes down.



Spin round a few times then let them go!



## FAMOUS WITCHES & WIZARDS CARDS

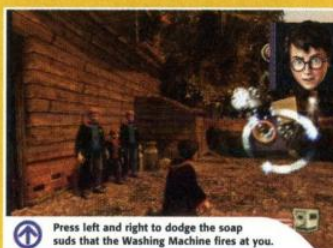
GOTTA CATCH 'EM ALL



## WASHING MACHINE

IT'S ALL WHITE, HONEST...

This is an easy fight; just target the washing machine then cast Flipendo at it when the door opens. Make sure you dodge the soapy water it fires at you and the fight should be over quickly.



Press left and right to dodge the soap suds that the Washing Machine fires at you.

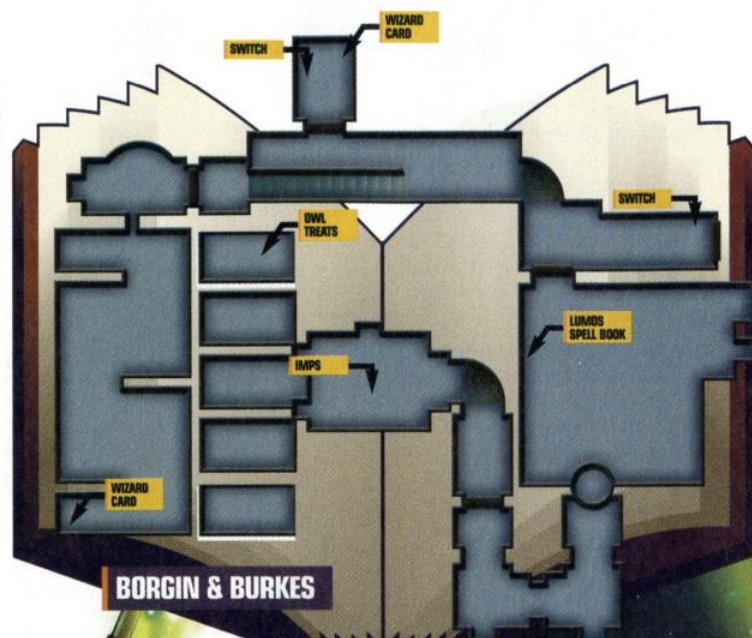




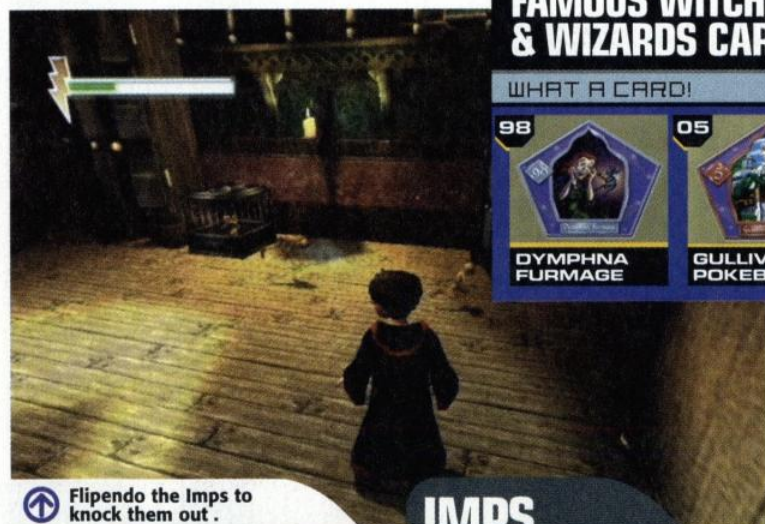
# BORGIN AND BURKES

**SEARCH THE CABINETS** to find some Beans and a Pumpkin Pasty. Now open the door at the back of the room and spy on the Malfoys. Sneak past the hand and pick up the **Lumos Spell Book**. Now go back through the door at the back of the room again. Use Lumos to see where the secret door is and go through it. Head down the stairs and fight some **(IMPS)**. Climb onto the cupboards then drop down into the next room. Flipendo the Imp, pick it up and throw it into the cage. Now use one of the cages to climb to the upper level. Go round to the right and grab the **Owl Treats** from the chest, then go round the other side to the perch

and call Hedwig. Give him the treats and he'll knock down a ladder for you. Climb up to the attic and make your way through it using Lumos to highlight the weak areas of the floor. Open the chest to find a **Wizard Card** (#98), then crawl through the hole at the other end then out the door. Go down the stairs then sidestep the boxes and go down to the door. Pull the box away from the switch and press it, then go back up past the boxes and through the gate that has opened. Open chest to find a **Wizard Card** (#5), then press the switch to open the door at the end. Go back and open it to get to Diagon Alley.



BORGIN & BURKES



## FAMOUS WITCHES & WIZARDS CARDS

WHAT A CARD!

98



DYMPHNA FURMAGE

05



GULLIVER POKEBY

## IMPS

BRING OUT THE IMP

Target the Imps and Flipendo them, but watch out for the vases coming out of the drawers and the stink bombs thrown by the Imps.



Look out for the vases that roll along the ground when the Imps attack.





100



# THE WHOMPING WILLOW

**RUN DOWN THE** tree and jump over the gaps, avoiding the whipping branches. Head left at the bottom, looking out for more branches, then open the chest to get a **Chocolate Frog**. Now get up onto the ledge and look out for the branch. Pick up the Puffapod and throw it out of your way and continue along the ledge, sidestepping along the narrow section. Carry on down the ledge than drop off to the right into a new area. Flipendo the creepers covering the tunnel then crawl through.

Head into the next area and a tree will fall down behind you. Imps will now attack you – see **(IMP ATTACK)** – so once you've scared them off,

## IMP ATTACK

BRING 'EM ON!

The Imps are all around you on ground level and on the ledge above. Look out for the stink bombs they throw and Flipendo them until the energy bar is empty.

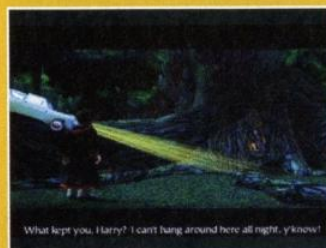
Flipendo the final one who's standing on the log holding a Puffapod. The Puffapod will fall and destroy the logs, allowing you to pass. Head round the corner and use the log to climb up to the right ledge, go over the other log and open the chest to find a **Wizard Card** (#4), then go back across the log to the other side and call Hedwig to the perch. He'll give you a note about **(GYTRASHES)**; go down the slope to encounter them. After they're gone, Flipendo the creepers and crawl into the tunnel.

Watch out for the Imps in this area and Flipendo the bushes for some **Cauldron Cakes**. Go up to where the four Puffapods are and climb to the ledge above. Turn around and jump to the opposite ledge. Open the chest up here to get a **Wizard Card** (#7), then drop back down and refill your **Potion Vial** in the **Wiggenweld Cauldron**. Flipendo the Puffapod and crawl through the tunnel to find Ron – see **(WILLOW BATTLE)**. After you've freed him, head into the passage that is opened.

## WILLOW BATTLE

MAKE LIKE A TREE

Look out for the arms that pound the ground and keep well back. Also watch out for boulders that are thrown at you. When either arm shows the circle on its underside, target and Flipendo it. Now is your chance to Flipendo the eye, so cast Flipendo at it. Both arms will now attack, so back into the corner where they can't reach you. Hedwig will drop some **Cauldron Cake** if you need it. Repeat this process four times to defeat the tree.



Flipendo the Imp to make him drop the Puffapod.



## GYTRASHES

UNDER THE SPELL

The spirit dogs will charge at you and knock off quite a bit of energy. The only way to defeat them is to cast a **Lumos** spell and direct the beam of light towards them. Repeat this spell until they are both defeated.



## FAMOUS WITCHES & WIZARDS CARDS

NICE CARDIE

04



GROGAN STUMP

07



HESPER STARKEY

## THE WHOMPING WILLOW







# ARRIVAL AT HOGWARTS

**FOLLOW RON INTO** Hogwarts, through the entrance hall and up the stairs. Now go up to the seventh floor and through the door. Head right to catch up with Ron and Hermione will tell you the password. Use it and go up to the Common Room.

After a chat with Ron, enter the reading room through the nearby door. Cast Flipendo to distract Percy, then run to the painting at the other end of the room and use the password that Ron gave you. Crawl

through the opening to find yourself in Fred And George's Shop. They have quite a few things for sale including a number of Wizard Cards (see later on in the guide for the full list). Open the secret door in the stall that has no toilet to find a passage that leads back to the Reading Room. Head through the door and into the Common Room to talk to Ron. Once he's gone to bed, end the day with your Remembrall.

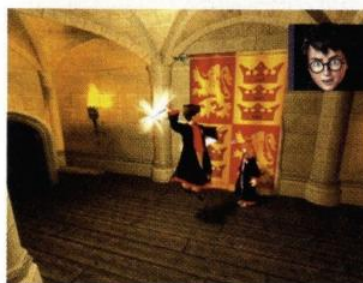
## HARRY'S FIRST DAY

**GO DOWN TO** the Common Room and talk to Ron, then meet him in the Entrance Hall. Now follow Ron to the Flying Pitch for your first lesson. Do as the teacher tells you and fly up then fly back down. Now you must fly through a series of rings, which is pretty easy and will earn you 10 House Points. Do well enough and

she'll say you're ready to take the exam. This consists of flying through as many rings as you can. These rings move and shrink, making the challenge slightly harder. Do well enough and you'll be awarded a Distinction. Don't worry if you fail to get the top grade – you can try again by talking to the teacher. Now use your Remembrall to end the day and see the House Point totals.

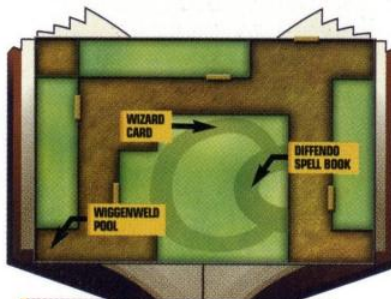


A good start. Now return to hover above the ground again

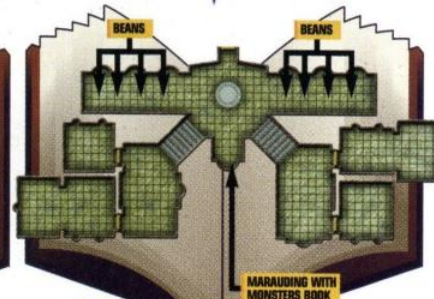


## FAMOUS WITCHES & WIZARDS CARDS

WHEN WILL YOU BE FAMOUS?



HERBOLGY GREENHOUSES

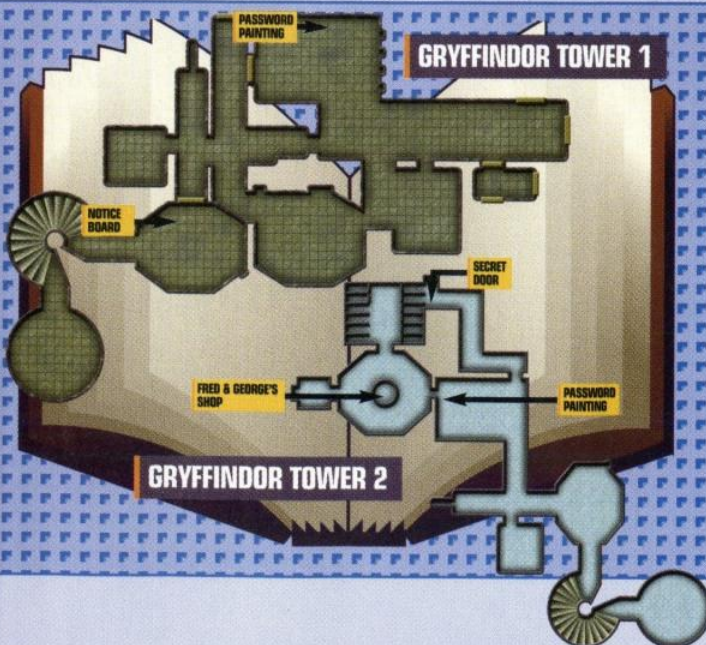


LIBRARY

## NEVILLE'S TOAD

**TALK TO HERMIONE** and she'll tell you the Neville is stuck behind a Tapestry. You need a Severing Charm to free him, so head down to the Library on the second floor, looking out for Prefects on the way. Once inside the Library, go straight ahead and pick up the Marauding With Monsters book. Head downstairs and out the main door, avoiding some more Prefects. Once outside, run across the grounds to the Herbology Greenhouses. Open the chest

outside to find a Wizard Card (#14), then go inside and round to the right. Flipendo the Horklumps in front of the door and throw them out of the way, then go inside. Pick up the Wizard Card (#72) then the Diffendo Spell Book. Now go back into Hogwarts and up to the seventh floor. Once back in Gryffindor Tower, free Neville from behind the Tapestry and go into the room behind it to find a Wizard Card (#65). Then use your Remembrall to end the day.





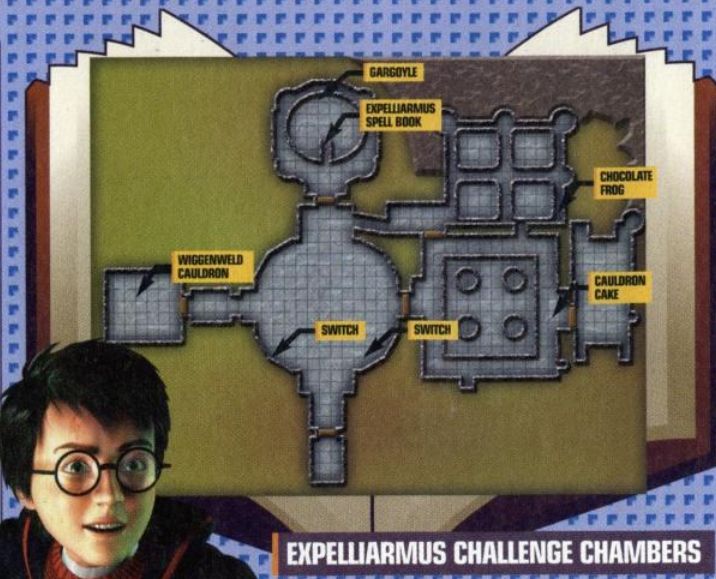
# THE PARSELMOUTH

**FOLLOW HERMIONE DOWN** to the third floor for your Defence Against The Dark Arts lesson. You must retrieve the Expelliarmus Spell Book from behind the portrait. Once inside, press the switch on the right. Some metal spheres will appear, produce spikes and try to hit you. Dodge them and, when they're on the ground, cast Flipendo to destroy them. Once they're all gone, climb up the block on the left and use Lumos to see the secret door. Through the next door you'll find a Wiggewald Cauldron with which to refill your Potion Vial if you need to. Go back to the main room, climb up the opposite block and cut the Tapestry.

In this next room you must cut down giant spike balls to continue. Go up to the ledge, avoiding the Imps, then target and cast Diffindo on the rope to make the ball drop into the fiery hole below. This lowers the large stone pillar blocking your path. Repeat

to lower the next stone pillar and the rest. Open the chest behind the last to get a **Cauldron Cake** then go through the door. Look to your left and cut the two ropes with Diffindo to slow the swinging spiked balls enough for you to run past. Go through the door at the end and round to the left. Avoid the Imps then jump up to the ledge. Cast Flipendo at the Flame-thrower then run past it as it fires into the air. Do this with all of them and open the chest containing a **Chocolate Frog**, then go through the door opposite. Diffindo the rope holding the spiked ball, then drop down the hole it creates and open the door to find the room containing the **Expelliarmus Spell Book**. Once you've picked it up, the **(GARGOYLE)** statue will attack. When it's defeated, head back into the Defence Against The Dark Arts classroom for 40 House Points.

You must now duel with Malfoy using charged Flipendo spells and Diffindo. Without crossing the line in the middle, hit him five times to win the match. (Don't worry if you lose, you can have as many tries as you like.) Open the chest before you leave the classroom to find a **Wizard Card** (#57). Go down the stairs and out the front door, then head over to the Quidditch Stadium for practice.



## EXPELLIARMUS CHALLENGE CHAMBERS

### GARGOYLE

#### ON THE ATTACK

Use your newfound Expelliarmus spell to deflect the Gargoyle's attacks back at it. Simply repeat this until it's destroyed.



⬆ The Gargoyle isn't too difficult to defeat, simply use your new spell

## FAMOUS WITCHES & WIZARDS CARDS

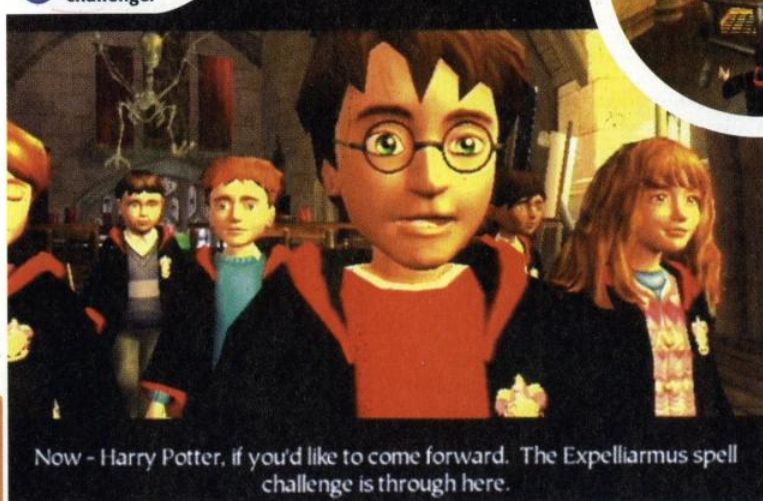
### WHAT'S ON THE CARDS

57



GIFFORD OLLERTON

⬇ Time for a challenge.



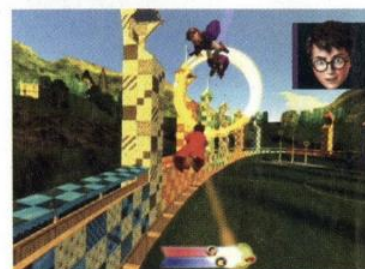
Now - Harry Potter, if you'd like to come forward. The Expelliarmus spell challenge is through here.



# QUIDDITCH PRACTICE

**THIS IS SIMILAR** to the Flying Lesson as you must fly through rings. However, this time every ring you pass through charges your broom. When it's fully charged you'll be able to boost. Use this boost to catch up with the Snitch and grab it. Now you can take part in a practice match. You must catch the Snitch as quickly as possible, before your opponent, to get a high grade and 70 House Points. You now have your own **Broom** that you can use at any time to fly around Hogwarts. Use your Remembrall to

end the day and watch the House Points total.



⬆ Look out for your opponents when playing Quidditch.





# HOGWARTS: A HISTORY

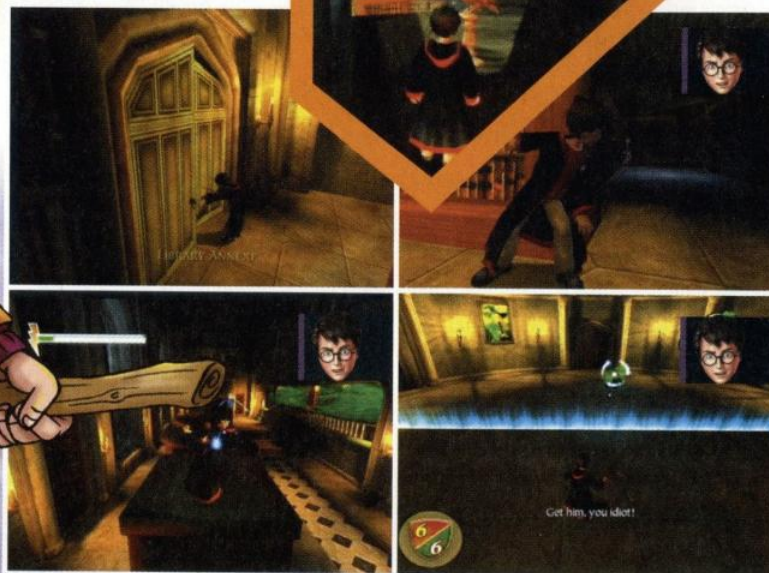
**HERMIONE WANTS YOU** to do her dirty work again so head down to the Library on the second floor, avoiding the Prefects. Go into the Annexe via the gold door in the Reading Room then use the password on the painting at the back. Crawl through the hole into the Restricted Section. Search all the chests for **Cauldron Cakes** and **Pumpkin Pasties** then climb the ladder. Shimmy across to the next ladder and open the chest for a **Cauldron Cake**. Climb up then continue this until you reach the top. Go down the corridor, searching the cabinets and bookcases for **Cauldron Cakes**, then go through the door. Head right and open the chest to get an **Owl Treat** then go to the other side of the room and call Hedwig. Feed him and he'll drop down a ladder for you. Climb up it and shimmy to the nearby bookcases. Open the two chests for a **Cauldron Cake** and a **Pumpkin Pasty** then go back. Jump across the bookcases and use Diffindo to cut the Tapestries that are in your way. Pick up the *Hogwarts: A History* book when you reach it, then drop down to the floor. Go through the door that has opened and go down the stairs on the left. A bookcase will attack you so Flipendo it until it falls over,

dodging the books it throws. Pull the block that is next to it along the groove in the ground and use it to climb up on top of the bookcase. Flipendo the flying books and jump across all the bookcases, avoiding the ghosts until you reach the **Skurge Spell Book**.

Leave this room and use your newfound spell on the ectoplasm covering the door to the left. Go inside then use Skurge on the opening to the left. Watch out for the ghost that's released, then go inside, press the switch and open the chest for a **Cauldron Cake**. Do the same on the other rooms and when you come out, Slytherin member Crabbe will attack you. The first to five points wins, so use the same method you used to defeat Malfoy. Once he's defeated, go through the door that the switches unlocked.

Push the block to the area where there's a gap in the railings and climb up. Remove the ectoplasm from both sides and Flipendo the switches to open the door below, then drop down and go through it. Crawl through the small hole to find yourself back in the Reading Room. Avoid the Prefects and get back up to Hermione then use your Remembrall to end the day.

There's not much time for reading in this library section. Quiet please!





# AVIFORS CHALLENGE



**GO DOWN TO** the first floor for your Transfiguration Lesson and go straight into the Avifors challenge. Jump to the platform below then go down the steps, remove the ectoplasm from the doorway and press the switch. Do this again for the room on the opposite side, then go down the tunnel in the centre. Remove the ectoplasm from

## FAMOUS WITCHES & WIZARDS CARDS

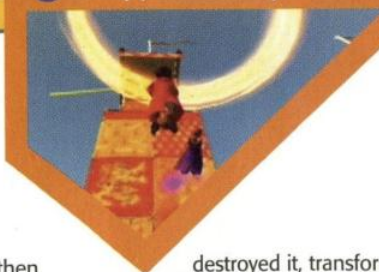
DON'T TOUCH THE PACK...



the doorway of the central room, then open the chest to find a Wizard Card (#85). Cast Lumos to see a movable section of the wall. Push it out then use it to climb up onto the top of this central room. Jump to the nearest platform then jump and shimmy your way around the room to the ectoplasm-covered doorway. Remove the ectoplasm and go through to the next room. Drop down and pick up the **Avifors Spell Book** then use it on the rock in the corner of the room. The bird will fly across the room to the pressure pad. Climb up the ledge using the lower section and transform the rock up there. The bird will fly down and land on another pressure pad. Climb up the other lowered section and transform the final rock to gain access to the hole and crawl through.

Go up the stairs and down the slope to find yourself back in the first room. Jump to the left and transform the rock, then shimmy along the ledge and use Flipendo on the switch to drop the metal bridge. Drop down and go back up to the statue then jump to the right. Transform the rock and shimmy along the ledge, then cast Flipendo on the switch to drop the metal bridge. This will bring the **GARGOYLE II** to life and it's ready to fight. Once you've

The Avifors challenge is no picnic, so keep your wits about you.



destroyed it, transform the rock it leaves behind and the bird will fly down to the pressure pad below, opening the door above. Go back to the classroom to receive 40 House Points.

Now head to the Stadium for your first Quidditch Match. Use everything you've learnt in practice to catch the Snitch and win the match. Once back outside the stadium, open the chest behind the rocks to find a Wizard Card (#53). Now use your Remembrall to end the day.

## GARGOYLE II

I PUT A SPELL ON YOU!

Use Expelliarmus again on this Gargoyle to defeat it in exactly the same way as the previous one.



# THE POLY JUICE POTION

**HEAD DOWN TO** the Girl's Bathroom on the second floor and talk to Hermione. She's made a Polyjuice Potion that will change you into Goyle so you can talk to Malfoy. Go down to the Entrance Hall and through the door on the right to find the Dungeon Entrance. Don't worry about getting caught by Prefects as any House Points you lose will be taken from Slytherin – ha ha! Head through the Dungeon, opening the chests on the way to find two **Wizard Cards** (#86 and 43), until you find Draco. Once you've finished talking to him you'll turn back into Harry, so the journey back through the Dungeon will be

trickier. Sneak through then get back up to the Girl's Bathroom on the second floor to talk to Hermione and Ron. Now use your Remembrall to end the day.

## FAMOUS WITCHES & WIZARDS CARDS

...WE'LL BE RIGHT BACK



# INCEN

**GO DOWN TO** the second floor and into the Incendio Challenge Chambers. Drop down and fight the **GARGOYLE III** that comes to life. Once it's defeated, go through the door behind it and follow the passage to another chamber. Drop down and fight another Gargoyle that only take three hits to destroy. Transform the rock that it leaves behind then go through the gate. Go up the ramp and climb onto the ledge then drop down and destroy the other Gargoyle. Transform the rock and the bird will fly to a pressure pad and will open a gate above. Go up the ramp and through this gate to find the room containing the **Incendio Spell Book**. Pick it up then Flipendo the flame-throwing statue and run past it. Now use Incendio to light all four braziers to open the gate – but be quick, as when one goes out, the gate will close again.

# TOM R

**GO OUTSIDE, LOOKING** out for Prefects, and head over to Hagrid's Hut to watch the cut-scene. Pick up the key that Hagrid drops, then open the door to the Forbidden Forest. Head into it but watch out for the Giant Green Spiders. Use Incendio to burn them and then use it on the web you come to. Open the chest to find a Wizard Card (#66), then burn another web and go round to the

## FAMOUS WITCHES & WIZARDS CARDS

0% APR ON THESE CARDS





# DIO

Go through the passage and back to the first room. Go down the steps to the right and light the brazier to lower the pillar, then go through the door it reveals. Cast Flipendo and then Incendio on the Fire Crabs, then press the right-hand switch. Go back to the main chamber and up the stairs, then light the two Boars under the platforms. Use Flipendo so they aim upwards and raise the platforms. Quickly run up the stairs and jump across both platforms to reach the switch. Now go back down into the small room and relight the other Boar's head to return the fire to its original position. Repeat the whole process on the other side of the room, press the other switch and go back to the classroom to receive your 40 House Points. Open the three chests in here to find three Wizard Cards (#42, 44 and 90). Now you need to go to the stadium for another Quidditch Match.

# IDDLE

left. Burn the next web and look out for the Spitting Spiders. Burn the web on the right and drop through the hole to find Aragog.

After the cut-scene, go down and into the narrow gap on the left to find a chest containing a **Wizard Card** (#62), then carry on round until you reach a corner of the web Aragog is sat on. Cast Incendio on it then climb up the steps on the left. Cast Incendio at the web ahead then go through the hole created. Follow the ledge round then climb up to find another chest containing a **Wizard Card** (#63). Go back down and jump across the gap, then burn the web and carry on. Take out some of the spiders, then run up the slope on the right and across the log then into the tunnel. Follow the path round and, once you reach the top of the slope, burn the web, head round the corner and sidestep across the ledge. Follow the ledge round, open the chest to find a **Wizard Card** (#64), then burn the final part of the web. You will now fall down into a pit with **ARAGOG**. Once you've defeated the giant spider, pick up the **Potion Vial** and Ron will come to your rescue in the flying car. When you're back in

## GARGOYLE III

### SPELL IT OUT

As for the previous two battles, use Expelliarmus again to deflect the statue's spells back at it.

## FAMOUS WITCHES & WIZARDS CARDS

### TIME FOR A TRUMP



CRISPIN CRONK



DEVLIN WHITEHORN



SACHARISSA TUGWOOD

# GRYFFINDOR VS SLYTHERIN

**GET TO THE STADIUM** for the final Quidditch showdown with Slytherin. Use all your Quidditch skills to defeat them and win the cup. Once it's over, end the day with your Remembrall.



It is with great pleasure that I present the Quidditch Cup to Gryffindor!

# THE CHAMBER OF SECRETS

Hogwarts grounds, use your Remembrall to end the day.

## ARAGOG

### ALONG CAME A SPIDER

The only way to defeat this giant spider is to hit it with Incendio when it rears up on its hind legs. When it isn't doing this, you need to keep away from it. Look out for the shockwaves it makes and its acid spit. It may also charge at you. At some points webs will drop down, Incendio them to release **Pumpkin Pasties** and **Beans**. Towards the end of the fight, red spiders will drop down to attack, so burn them quickly.



**MEET RON IN** the Common Room then head down to the Girl's Bathroom on the second floor and go inside. Talk to Moaning Mertyl and watch the cut-scene. Head down the passage to find Tom Riddle and Ginny. Watch another cut-scene and you'll have to fight the **BASILISK**. Once it's defeated, watch another cut-scene, after which you can go into the Great Hall and collect the House Cup. However, if you haven't done everything yet, now is the time to collect the rest of the Wizard Cards and get more House Points.

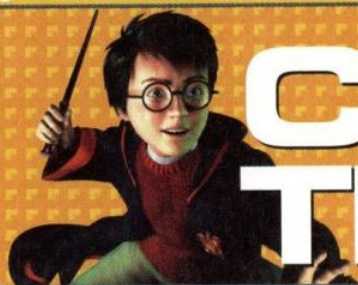
## BASILISK

### IT'S A KIND OF MAGIC

Grab the sword that was dropped during the cut-scene and watch as the Basilisk disappears into a hole. It will come out of one of the other holes around the room, so keep your eye on all of them. When it does reappear, wait until it lifts its head up and, whilst looking out for the poison it spits, fire magic from the sword at its mouth. This will go on for a few seconds until the sword flies out of your hands. The Basilisk will now move faster and rocks will start falling from the ceiling, so pick up the sword quickly. Wait for the Basilisk to raise its head again and fire some more magic until the sword is dropped again. Repeat the process until the Basilisk is defeated.







# COMPLETING THE GAME

Just because you've defeated the Basilisk it doesn't mean the game is over. There are still lots of Wizard Cards to find and loads of stuff to do.

## LOST ITEMS

Go to the Notice Board in the Gryffindor Common Room and find the items that have been lost...

### POTION VIAL CASE

Find this in the Herbology Greenhouses to the right of the door that the Horklumps were guarding. Return it to get 10 House Points and a Wizard Card (#45).

### MERIT BADGE

Find this in a small room on the seventh floor. Return it to get 10 House Points and a Wizard Card (#46).

### TELESCOPE

Find this in the room to the left of Classroom 1B. Return it to get 10 House Points and a Wizard Card (#48).

### NEVILLE'S TOAD

Find the toad in the Herbology Greenhouses. Take it back to the Notice Board to get 10 House Points and a Wizard Card (#49).

### MEASURING SCALES

Go down to Hagrid's Hut to find the Measuring Scales next to it. Take them back to the notice board to get 10 House Points and a Wizard Card (#50).

### WIZARD HAT

Go through the second door on the left on the second floor. Once in the secret passage, go through the door on the right to find the Hat. Return it to get 10 House Points and a Wizard Card (#51).

### DRAGON HIDE GLOVES

Go down the left passage at the top of the stairs in the Entrance Hall then through the door at the end. Take the Gloves back to the notice board to get 10 House Points and a Wizard Card (#52).

### GADDING WITH GHOULS

Go to the Classroom on the left on the sixth floor to find this book. Return it to get 10 House Points and a Wizard Card (#54).

### HOLIDAY WITH HAGS

Go to the Library and head right to find this book next to the bookstand at the end. Return it to receive 10 House Points and a Wizard Card (#55).

### GIANT TARANTULA

Go to the Wiggenswelt Cauldron in the Library to find the Tarantula. Take it to the noticeboard to get 10 House Points and a Wizard Card (#56).

### FAMOUS WITCHES & WIZARDS CARDS

- 45 DUNBAR OGLETHORPE
- 46 MIRANDA GOSHAWK
- 48 SALAZAR SLYTHERIN
- 49 ELLADORA KETTERIDGE
- 50 MUSIDORA BARKWITH
- 51 ETHELRED THE EVER-READY
- 52 FELIX SUMMERBEE
- 54 GASPARD SHINGLETON
- 55 HONORIA NUTCOMBE
- 56 GIDEON CRUMB

13	40	38
14	40	39
15	50	40

### FAMOUS WITCHES & WIZARDS CARDS

- 22 DUNBAR OGLETHORPE
- 24 MIRANDA GOSHAWK
- 25 SALAZAR SLYTHERIN
- 26 ELLADORA KETTERIDGE
- 27 MUSIDORA BARKWITH
- 30 ETHELRED THE EVER-READY
- 31 FELIX SUMMERBEE
- 33 GASPARD SHINGLETON
- 34 HONORIA NUTCOMBE
- 35 GIDEON CRUMB
- 37 ETHELRED THE EVER-READY
- 37 FELIX SUMMERBEE
- 38 GASPARD SHINGLETON
- 39 HONORIA NUTCOMBE
- 40 GIDEON CRUMB

## FRED AND GEORGE'S SHOP

THERE'S A WHOLE host of things the Weasley brothers will sell you for beans. Here's the complete list...

Item	Beans
Alohomora Spell Book	80 beans
Non-Explodable Luminous Balloons	20 beans
Balloon Holster	20 beans
Stink Pellet	20 beans
Potion Vial	100 beans
Stink Pellet Bag	20 beans
Bigger Bean Bag	20 beans

They also have 17 Wizard Cards for sale at 30 beans each (#6, #13 x2, #18, #21, #27 x2, #29, #47, #58, #59, #60, #69, #72, #77, #80, #97).

### FAMOUS WITCHES & WIZARDS CARDS

- 06 GLANMORE PEAKES
- 13 DUNBAR OGLETHORPE
- 19 MIRANDA GOSHAWK
- 21 SALAZAR SLYTHERIN
- 27 ELLADORA KETTERIDGE
- 29 MUSIDORA BARKWITH
- 47 ETHELRED THE EVER-READY
- 58 FELIX SUMMERBEE
- 59 GASPARD SHINGLETON
- 60 HONORIA NUTCOMBE
- 69 GIDEON CRUMB
- 72 ETHELRED THE EVER-READY
- 77 FELIX SUMMERBEE
- 80 GASPARD SHINGLETON
- 97 HONORIA NUTCOMBE

## NEVILLE'S GAMES

Talk to Neville when he's standing outside the entrance to Hogwarts. He'll give you the choice of one of the following three games...

### GNOME DUNKING

All you have to do is throw a gnome far enough to beat the score of 200 and you'll get a Wizard Card (#13).

### FAMOUS WITCHES & WIZARDS CARDS

- 13 ANDROS THE INVINCIBLE

### GNOME THROWING

There are five sets of Gnome Throwing, all of which cost beans. Beat the scores to win Wizard Cards.

Set	Cost	Score	Card
1	10	100	15
2	15	120	16
3	20	150	17
4	30	200	19
5	40	250	20

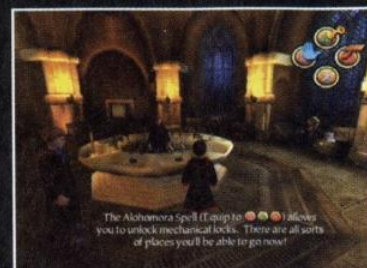
### FAMOUS WITCHES & WIZARDS CARDS

- 15 PARACELSUS
- 16 CLIODNE
- 17 MORGAN LE FAY
- 19 NEWT SCAMANDER
- 20 WENDELIN THE WEIRD

### BROOMSTICK RACES

There are 15 broomstick races, which cost beans to enter. Come first to win Wizard Cards.

Race	Cost	Card
1	5	22
2	10	24
3	15	25
4	5	26
5	10	27
6	10	30
7	10	31
8	15	33
9	15	34
10	20	35
11	20	84
12	30	37



The Alohomora Spell (Equip to ) allows you to unlock mechanical locks. There are all sorts of places you'll be able to go now!



# INSIDE HOGWARTS

There are lots of secrets in the grounds of Hogwarts, but there are also plenty of things to find within its walls. Here is a floor-by-floor run-through of things you might have missed. Make sure you have all the spells before you go looking for these chests, as you'll need them.

## ENTRANCE HALL:

- Down corridor to the left at the top of the stairs, go through door and use Alohomora on the chest to get a Wizard Card (#76).
- Go down the passage to the left of the stairs and use Incendio to get a Wizard Card (#89) from the chest.

## FAMOUS WITCHES & WIZARDS CARDS

- 76 MYRON WAGTAIL
- 89 ALBERTA TOOTHILL

## GRAND STAIRCASE:

- At the bottom of the Grand Staircase use Incendio and Skurge to open the chests and get two Wizard Cards (#67 and 68).

## FAMOUS WITCHES & WIZARDS CARDS

- 67 JUSTUS PILLIWICKLE
- 68 KIRLEY DUKE

## FIRST FLOOR:

- Use Diffindo on the chest in the corridor to find a Wizard Card (#96).
- Inside the Classroom on the left, use Alohomora on the chest to get a Wizard Card (#87).
- Inside the Classroom on the left wall, use Skurge and Incendio on the chests to find two Wizard Cards (#77 and #84).

## FAMOUS WITCHES & WIZARDS CARDS

- 96 HENGIST OF WOODCROFT
- 87 THADDEUS THURKELL
- 77 NORVEL TWONK
- 84 ROLAND KEGG

## SECOND FLOOR:

- There are four doors in the Library that need spells to open them. Behind each of them you'll find chests containing Wizard Cards (#9, #10, #11, #12).
- Go into the secret passage through the door to the right of the Girl's

Bathroom. Go through the next door on the right and use Diffindo on the chest to find a Wizard Card (#74).

- Open the chest in the Girl's Bathroom with Skurge to find a Wizard Card (#41).

## FAMOUS WITCHES & WIZARDS CARDS

- 09 GUNHILDA OF GORSEMOOR
- 10 BURDOCK MULDOON
- 11 HERPO THE FOUL
- 12 MERWYN THE MALICIOUS
- 74 MONTAGUE KNIGHTLEY
- 41 GODRIC GRYFFINDOR

## THIRD FLOOR:

- Go through the door on the left and open the chest to find a Wizard Card (#98).
- Use Skurge on the chest in Classroom 3C to get a Wizard Card (#93).
- Use Alohomora on the other chest in Classroom 3C to find a Wizard Card (#95).
- Open the chest inside the Classroom next to Dumbledore's Office to find a Wizard Card (#73).

## FAMOUS WITCHES & WIZARDS CARDS

- 98 DYMPHNA FURMAGE
- 93 HEATHCOTTE BARBARY
- 95 YARDLEY PLATT
- 73 MOPSUS

## FOURTH FLOOR:

- Crawl under the bookcase to find a secret passage that has two chests containing Wizard Cards (#43 and #92).
- Use Skurge on the chest in Classroom 4F to find a Wizard Card (#87).
- Inside the Classroom on the right, use Skurge and Incendio on the chests to get two Wizard Cards (#99 and #82).

## FAMOUS WITCHES & WIZARDS CARDS

- 43 CYPRIAN YODLE
- 92 XAVIER RASTRICK
- 87 THADDEUS THURKELL
- 99 DAISY DODDERIDGE
- 82 ROWENA RAVENCLAW

## FIFTH FLOOR:

- Use Alohomora on the chest in the Classroom to get a Wizard Card

(#79). Open the other chest to get another Card (#88).

## FAMOUS WITCHES & WIZARDS CARDS

- 79 OSWALD BEAMISH
- 88 CELESTINA WARBECK

## SIXTH FLOOR:

- Go into the Classroom on the left and use Skurge and Diffindo on the chests to get two Wizard Cards (#71 and #70).
- Go into the other Classroom, open one chest and use Diffindo on the other to get two Wizard Cards (#31 and #83).

## FAMOUS WITCHES & WIZARDS CARDS

- 71 QUEEN MAEVE
- 70 LEOPOLDINA SMETHWYCK
- 31 BALFOUR BLANE
- 83 RODERICK PLUMPTON

## SEVENTH FLOOR:

- Crawl under the bookcase and use Incendio to open the chest and find a Wizard Card (#100).
- Use Skurge on the chest in the secret passage accessed under the bookcase in the Reading Room to get a Wizard Card (#83).

## FAMOUS WITCHES & WIZARDS CARDS

- 100 ALBUS DUMBLEDORE
- 83 RODERICK PLUMPTON

# LINK-UP SECRETS

If you link up the GameCube game with the Game Boy Advance version of *Harry Potter And The Chamber Of Secrets*, then, on the latter, a vine will now be climbing the wall near Hagrid's Hut. Use this to access a secret part of the Forbidden Forest and find the Daisy Dodderidge Wizard Card. Collect the other four Location Wizard Cards in the GBA game, by completing the Bean Challenges, and you'll unlock Gringott's Bank on the GameCube version. The bank is accessed through a teleportrait of a Gringott's Goblin inside Hogwarts on the GameCube.



1. With both games linked up, you can now climb a vine on the GBA version to reach a secret area containing the Daisy Dodderidge Card.



2. With the five special Location Wizard Cards collected on the GBA, you can then access Gringott's Bank on the GameCube version.

# TRADING POST

Once you've collected every card you can, you may notice you have more than one of certain cards. Trade these with the following students around Hogwarts...

- Talk to the girl on the fourth floor and swap your extra Card #13 for her #75.
- Talk to the boy on the first floor and swap your extra Card #27 for his #23.
- Talk to the blonde girl near the Gryffindor entrance painting and swap your extra Card #43 for her #81.
- Talk to the boy on the fourth floor and swap your extra Card #77 for his #61.
- Talk to the boy on the first floor and swap your extra Card #84 for her #36.
- Talk to the boy on the first floor and swap your extra Card #59 for his #2.
- Talk to the girl near the Gryffindor entrance painting and swap your extra Card #31 for her #94.

## FAMOUS WITCHES & WIZARDS CARDS

- 75 MUNGO BONHAM
- 23 GLENDA CHITTOCK
- 81 QUONG PO
- 61 HAVELOCK SWEETING
- 36 JOSCELIND WADOCK
- 02 CORNELIUS AGRIPPA
- 94 MERTON GRAVES

# THE FINAL CARD

If you've managed to get every card we've mentioned in this guide, you'll see that you're still missing Card #101. Go to the entrance of the Great Hall and speak to Professor Dumbledore. He will give you the missing Card to complete your collection. Now you can go into the Great Hall and receive the House Cup. Congratulations, you've completed *The Chamber Of Secrets*. Now you only have a year to wait until the inevitable game of *The Prisoner Of Azkaban* – hooray!

## FAMOUS WITCHES & WIZARDS CARDS

















Halve cost in Sports Car Gamble.  
**Some Like It Hot (use Stratos):**  
 Halve cost in Sports Car Gamble.  
**Burner Glade (use 306 Maxi 1996):**  
 Halve cost in Sports Car Gamble

#### Turbo Championship

Gamble to win a turbo car and you can then compete in the Turbo Championship.

**Full Lock (use 206 Racing 1999):**

Win Lancer Evo 6+.

**Volcano (use 911 Paris-Dakar):**

Win Lancer Evo 7+.

**Cable Car (use Impreza 2002):**

Win 911 Paris-Dakar +.

**DRM Blast (use Lancer Evo 6):**

Halve cost in Turbo Car Gamble.

**Great Wall (use Lancer Evo 7):**

Halve cost in Turbo Car Gamble.

**White Out (use Impreza 2000):**

Halve cost in Turbo Car Gamble.

#### Power Championship

Gamble to win a power car and you can then compete in the Power Championship

**Arid Enduro F (use Quattro E2):**

Win RS200+.

**Jungle Enduro F (use Metro 6R4):**

Win 205 T16 GRB +.

**Snow Enduro F (use Rallye 037):**

Win 959 Paris-Dakar +.

**Arid Enduro A (use RS200):**

Halve cost in Power Car Gamble.

**Jungle Enduro A (use 205 T16 GRB):**

Halve cost in Power Car Gamble.

**Snow Enduro A (use 959 Paris-Dakar):**

Halve cost in Power Car Gamble.

#### SHOX CHALLENGE

You can use any of your Power Cars to compete in a one-on-one race against a shiny Porsche (once you've earned enough Platinum rankings). Win these four races to be crowned Shox Champion...

<b>Arid Attack</b>	2 Platinum
<b>Jungle Fever</b>	4 Platinum
<b>Snow Sortie</b>	6 Platinum
<b>Snow Sequel</b>	8 Platinum

#### SMUGGLER'S RUN: WARZONES

##### UNLOCK THE MOVERSLED VEHICLE

To unlock this hidden vehicle, get a 'GREAT' rating on all 36 Smuggler's Missions.

##### CHEAT CODES

Pause the game to enter the following codes. If entered correctly, you'll hear a sound. (To disable a cheat, re-enter the code.)

**Invisibility:** **Q, D, Q, D, F x2, Q**

**Unlimited Countermeasures:**

**Q x3, Q x2, F x2**

**Low Gravity:** **F, Q, F, Q, D x3**

**No Gravity:** **Q, F, Q, F, Q x3**

Note: Vehicles will float when hit.

##### UNLOCKABLE ITEMS IN SMUGGLER'S MISSIONS

Complete the following missions to be rewarded with these vehicles/weapons.

Training 3	Special Du Monde
Mission 2	Super Buggy Boost
Mission 4	Baja Truck
Mission 5	Du Monde Oil Slick
Mission 7	Baja Truck Bombs
Mission 9	Vietnam Levels
Mission 10	ATV Monster
Mission 11	D-5 Hondo
Mission 14	ATV Boost
Mission 15	Hondo Oil Slick
Mission 18	Sahara Special
Mission 20	Sahara Smoke Screen
Mission 22	Russian Winter Levels
Mission 24	Grenadier
Mission 25	Grenadier Bombs
Mission 27	Kavostov Halftrack
Mission 29	Kavostov Smoke Screen
Mission 36	Secondary Countermeasures

#### SONIC ADVENTURE 2 BATTLE

##### LAST STAGE

Finish both Hero and Dark side Story games. Once this is done, enter Story mode to find a 'Last Stage?' menu option between the Hero and Dark Side ones.

##### HIDDEN GREEN HILL STAGE

To unlock the hidden Green Hill stage (a 3D version of the first level from the original *Sonic The Hedgehog* game), simply collect ALL 180 Emblems from the game.

##### BOSS ATTACK MODE

To unlock this, complete either the Hero or Dark side Story modes. Boss Attack enables you to fight each boss from the Hero or Dark side.

##### ALTERNATE COSTUMES

Finish all of your character's missions with an 'A' ranking to unlock an alternate costume for them in two-player mode.

##### KART RACING GAME

In the Hero Side Story, complete the Tails driving quest. Then, in the Dark Side Story, finish the Rouge chase mission. You'll now be able to play Kart Racing.

##### NEW KARTING CHARACTERS

To play as the regular characters in different outfits or cars and some hidden characters in the Kart Racing game, complete the following criteria in the main game...

**Alternative PSO Sonic:**

Finish all missions on Sonic's levels.

**Alternative Shadow:**

Finish all missions on Shadow's levels.

**Alternative Knuckles:**

Finish all missions on Knuckles' levels.

**Alternative Rogue:**

Finish all missions on Rogue's levels.

**Tornado Kart Tails:**

Finish all missions on Tails' levels.

**Eggwalker Kart Eggman:**

Finish all missions on Eggman's levels.

**Amy Rose:**

Finish all Sonic missions with 'A' ranking.

**Tikal:**

Finish all Knuckles missions with 'A' ranking.

**Metal Sonic:**

Finish all Shadow missions with 'A' ranking.

##### UNLOCK CHAO JEWEL RACES

Complete all four original races and get the Emblem. The Jewel races will now be unlocked.

##### WIN CHAO TOYS

**Shovel:** Win all three Crab Pool races.

**Watering Can:** Win all three Stump Valley races.

**Toy Car:** Win all three Mushroom Forest races.

**Rattle:** Win all three Block Canyon races.

**Sonic Doll:** Win all the Aquamarine races.

**Broom:** Win all the Topaz races.

**Picture Book:** Win all the Peridot races.

**Pogo Stick:** Win all the Garnet races.

**Crayons:** Win all the Onyx races.

**Bubbles:** Win all the Diamond races.

**Ball 1:** Win all the Row 1 races.

**Jack-In-The-Box:** Win all the Row 2 races.

**TV:** Win all the Row 3 races.

**Ball 2:** Win the second Hero race.

**Rocking Horse:** Win the final Hero race.

**Ball 3:** Win the second Dark race.

**Radio:** Win the final Dark race

##### DARK CHAO GARDEN

Raise a Dark Chao with one of the three 'Dark' characters. Once it evolves, stairs will appear in the main Chao lobby, leading to the Dark Chao Garden.

##### HERO CHAO GARDEN

Raise a Hero Chao with one of the three 'Hero' characters. Once it evolves, stairs will appear in the main Chao lobby, leading to the Hero Chao Garden.

#### SPIDER-MAN: THE MOVIE

##### CHEAT CODES

**Play As Captain Stacey:** CAPTAINSTACEY

**Play In Goblin Costume:** FREAKOUT

**Play As Mary Jane:** GIRLNEXTDOOR

**Play As Shocker:** HERMANSCHEULTZ

**Play As A Thug:** KNUCKLES

**Play As A Policeman:** REALHERO

**Play As A Scientist:** SERUM

**Play As Uncle Ben's Killer:** STICKYRICE

**Play As Shocker Goon:** THUGSRUS

**Knee-High Character:** SPIDERBYTE

**Spidey Big Head & Feet:** GUESTOYOURHEAD

**Enemies Big Heads & Feet:** JOELSPLEANUTS

**All Gallery Open & Level Select:** ARACHNID

**All Level Warp Open:** IMIARMAS

**Unlock Hidden Training Levels:** HEADEXPLODY

**Unlock All Combat Controls:** KOALA

**Infinite Webbing:** ORGANICWEBBING

**Slow-Motion Combat:** DODGETHIS

**First-Person View:** BEHINDTHEMASK

**No Green Goblin Glider Overheat:** CHILLOUT

**Level Skip:** ROMITAS

Note: Pause and select 'next level'.

##### REWARDS

**Achievement** **Reward**

10,000 points Pinhead Bowling in Training mode

20,000 points Extra movie in Gallery, featuring Vulture

30,000 points Extra movie in Gallery, featuring Shocker

50,000 points Infinite webbing

Complete game on Easy or above Unlock Peter Parker and wrestling costume

Complete game on Normal or above Unlock Alex Ross costume

Complete game on Hero or above Play as the Green Goblin

#### SPY HUNTER

##### MOVIE CODES

Enter one of these codes (you can only use one at a time) as an Agent Name on the Profile Menu. The sound of a chicken clucking will confirm correct entry. Now, from the main menu, select System Options, Extras then Movie Player in order to view the unlocked movie.

**The Making Of Spy Hunter:** MAKING

**Saliva: Spy Hunter Theme:** GUNN

**Saliva: Your Disease:** SALIVA

**Spy Hunter Concept Art:** SCWB23

**Early Test Animatic:** WWS413

##### SPECIAL REWARDS

You can unlock the cheats in the Cheat Grid (and movies in the Movie Player) by completing all the objectives in each mission within the time indicated...

Level 1, 3:40	Saliva Spy Hunter Video
Level 2, 3:35	Green HUD
Level 3, 2:40	Saliva Your Disease Video
Level 4, 3:15	Night Vision
Level 5, 3:25	Early Test Animatic Video
Level 6, 3:45	Extra Cameras
Level 7, 3:10	Rainbow HUD
Level 8, 3:05	Inversion Camera
Level 9, 3:45	Concept Art Video
Level 10, 3:15	Fisheye View
Level 11, 3:10	Camera Flip
Level 12, 3:30	Puke Camera
Level 13, 2:15	Making Of Video
Level 14, 5:10	Tiny Spy

**Hover Spy:** Complete the game.

**Super Spy:** Complete all 65 objectives in the game for infinite ammo and invincibility.

#### SSX TRICKY

##### SECRET CHARACTERS

Coming first in the final heat of a race earns you a Gold Medal – the more of these you win, the more secret characters you'll unlock...

Character	Gold Medals
Brodi	1
Zoe	2
JP	3
Kaori	4
Marisol	5
Psymon	6
Seeiah	7
Luther	8

##### PIPEDREAM COURSE

Win a medal on all Showoff courses to unlock this.

##### UNTRACKED COURSE

Win a medal on all Race courses to unlock this.

##### UBERBOARDS

Unlock all of the tricks for a character to get their uberboard.

##### EXTRA COSTUMES

Complete all of the chapter in your trick book to unlock more costumes. For the final chrome costume, complete World Circuit mode with a Master rank.

#### STARFOX ADVENTURES

##### CHEAT TOKENS

There are a total of eight Cheat Tokens for you to discover as you progress through the game. They can be found in the following locations...

##### ThornTail Hollow Store:

In the well in the first room next to the storekeeper – you can't miss it!

Function: Displays the end-of-game credits.

##### Ice Mountain:

Go past the SharpClaw cannon and place a Bomb Spore next to the crack in the wall. Blow it and hey presto, you've found your well.

Function: It allows you to access the game music in the menu screen.

##### Snowhorn Wastes:

Dive into the icy river and follow it to the end, where you'll find a well waiting for you.

Function: Tells your fortune.

##### Moon Mountain Pass:

Before entering the shrine, as you head up the series of ramps you should notice an opening up to your left. Use a MoonSeed to reach it, enter the cave and the well can be found inside.

Function: Enables you to change the game's language to Dinosaur Language.

##### Lightfoot Village:

Perform the side-quest in LightFoot village and find the three missing babies and return them to their mother underground. A Rocket Boost pad will now be activated. Use this to reach the higher ledge and follow the path around to the right where you'll soon stumble across the well.

Function: Tells your fortune.

#### Cape Claw:

Use the cannon to blast away the rock beneath the wooden footbridge leading to ThornTail Hollow. The well is inside the cave which is revealed. Function: Enables GFX Mode which turns the colours semi black and white.

#### Volcano Force Point Temple:

Just before you enter the main temple, climb down the wall to your left and use a MoonSeed at the bottom. Climb up to the small hidden cave at the top and the well will be waiting for you inside.

Function: Tells your fortune.

#### Ocean Force Point Temple:

As you go past the electric blocks, open the portal door to the right and the final well can be found inside. Simple stuff.

Function: Tells your fortune.

#### STAR WARS: ROGUE LEADER

##### CHEAT CODES

Enter the following codes on the 'Passcodes' screen in the Options menu (some cheats require two codes to be entered, one after the other)...

##### Black And White Graphics:

LIONHEAD

Credits:

THATSM!

Audio Commentary:

BLAHBLAH

Documentary:

?INSIDER

Art Gallery:

EXHIBIT!

Music Hall:

COMPOSER





**Infinite Lives:**  
JPV?JUC, then RSBFNRL

**All Tech Upgrades:**  
AYZB?RCL, then WRKFORIT

**Ace Mode:**  
U?JWZC, then GIVEITUP

**TIE Fighter:**  
ZT?IRGBA, then DISPSBLE

**Millennium Falcon:**  
MVPQIU?A, then OHIBUDDY

**Vader's TIE Advanced:**  
NYMIUUOK, then BLKMLMT!

**Slave I:**  
PZ?APBSY, then IRONSHIP

**Imperial Shuttle:**  
AJHH?JY, then BUSTOUR

**Naboo Starfighter:**  
CDYXF?Q, then ASEPONE!

**Car:**  
!ZUVIEL!, then !BENZIN!

**Normal Level Select:**  
!?!QWTTJ, then CLASSIC.

Note: Once you've activated the Level Select, you can then input the codes to access the following hidden levels...

**Asteroid Field Level:**  
TVLYBBXL, then NOWAR!!!

**Death Star Escape Level:**  
PYST?OOO, then DUCKSHOT

**Triumph Of The Empire:**  
AZTBOHII, then OUTCAST!

**Revenge On Yavin Level:**  
OGGRWPDG, then EEKEEK!

Note: Can only be activated if the Triumph Of The Empire level is already open.

**Endurance Level:**  
?WCYBRTC, then ?MBC???

Note: Can only be activated if the Triumph Of The Empire and Revenge On Yavin levels are already open.

## STREET HOOPS

**UNLOCK MASTER P & L'L ROMEO**  
Purchase nothing but P Miller clothing from the store until you've spent several thousand dollars. The two new characters should now be unlocked.

**UNLOCK XZIBIT**  
Complete Lord Of The Court mode on the Venice Beach court to open up rapper Xzibit as a playable character.

## SUPER MONKEY BALL

**BONUS LEVEL**  
Upon completing either the Beginner, Advanced or Expert level you'll unlock a special bonus level that takes place during the game's credits. The aim is to collect as many bananas as possible whilst avoiding the falling letters.

**EX LEVELS**  
Complete either of the difficulty levels without using a single continue and you'll unlock the challenging EX (Extra) stages.

**MASTER DIFFICULTY**  
Complete the game on Expert without using a single continue. Master difficulty contains an extra ten stages, which will all make Expert seem like

## INFINITE CONTINUES

Once you've purchased all three mini-games (Monkey Billiards, Monkey Bowling & Monkey Golf) you can then buy an extra continue with every 2,500 play points earned (see table below). Upon notching up a total of nine continues, the game will grant you Infinite Continues.

Bonus	Play Points
Monkey Billiards	2,500
Monkey Bowling	5,000
Monkey Golf	7,500
6 Continues	10,000
7 Continues	12,500
8 Continues	15,000
9 Continues	17,500
Infinite Continues	20,000

**MINI-GAMES: THREE FOR ONE**  
It's possible to play all three of the mini-games with only 2,500 play points. Save the points to your memory card, then take the card out of the console. Now just open the desired game you wish to play. If you wish to change games, simply reset the machine and re-insert the memory card. Your points will still be saved, so you can choose a different mini-game this time.

## SUPER SMASH BROS MELEE

**UNLOCK SECRET CHARACTERS**  
**Dr Mario:** Complete Classic mode with Mario (not using any Continues).  
**Ganondorf:** Complete Event #29 in Event mode.  
**Falco Lombardi:** Complete the 100-Man Melee match in Stadium mode.  
**Jigglypuff:** Complete Classic mode once with any character (not using any Continues).  
**Luigi:** Complete the Mushroom Kingdom stage of Adventure mode with the fourth

digit of the timer as a '2' (ie XX:XX:XX). Complete Adventure mode without using any continues, then Luigi will challenge you. Defeat him to unlock him. Alternatively play 800 VS mode matches, then defeat Luigi when he challenges you.  
**Marth:** Play one complete VS mode match with each of the 14 original characters.  
**Mewtwo:** Play VS mode for either 20 hours or 700 matches.

**Mr Game And Watch:** Complete Classic mode with ALL 24 of the other characters.  
**Pichu:** Complete Event #37 in Event mode.

**Roy:** Complete Classic mode with Marth.  
**Young Link:** Complete Classic mode with ten different characters.

**NEW VS MODE STAGES**  
For every 50 VS matches that you fight, you'll unlock one of four new arenas - in this order...

**Bristar Depths**  
**Fourside**  
**Big Blue**  
**Poke Floats**

**SECRET STAGES**  
**Mushroom Kingdom II (Subcon):** Find the Birdo or Pidgit trophies in Adventure Mode or win it on the Lottery.

**Flat Zone:** Complete Classic or Adventure Mode with Mr Game And Watch  
**Battlefield:** Complete All-Star Mode once with any character.

**Final Destination:** Complete all 51 event matches in Event Mode  
**Yoshi's Island (SSB):** Score over 400m (1,300ft in US version) in the Home Run Contest

**Kongo Jungle (SSB):** Complete the 15-Minute Melee with any character  
**Dream Land (SSB):** Complete the Target Test with all 25 characters

**ALL-STAR MODE**  
Complete Classic AND Adventure Mode with all 25 characters in the game.

**SOUND TEST MODE**  
Complete Event Match #51 in Event Mode.

## TARZAN UNTAMED

**PLAY AS JANE**  
Complete the Terk challenges in World 1 to unlock Jane in the skiing and surfing challenges.

**PLAY AS PORTER**  
Complete the Terk challenges in World 2 to unlock Porter in the skiing and surfing challenges.

**PLAY AS TERK**  
Complete the three Terk challenges in the final levels of the game to unlock Terk.

## TIMESPLITTERS 2

**STORY MODE SECRETS**  
Complete the following levels in Story mode to unlock extra playable characters in other modes...

**Siberia:** Hybrid Mutant  
**Chicago:** Big Tony  
**Notre Dame:** Jacques De La Morte

**Planet X:** Ozor Mox  
**NeoTokyo:** Sadako  
**Wild West:** The Colonel  
**Atom Smasher:** Khallos  
**Aztec Ruins:** Stone Golem  
**Robot Factory:** Machinist  
**Space Station:** Reaper Splitter

**CHALLENGE MODE SECRETS**  
Get at least a Silver medal in each stage to unlock a secret...

**Pane In The Neck:** Rotating Heads [Cheat]  
**Bricking It:** Brick [Weapon]  
**Stain Removal:** The Hunchback [Character]

**Fight Off The Living Dead:** Sewer Zombie [Character]

**Sergio's Last Stand:** Sergio [Character]

**Day Of The Damned:** Feeder Zombie [Character]

**Silent But Deadly:** Viking [Hat]  
**Trouble At The Docks:** Pirate [Hat]

**Escape From NeoTokyo:**

**Gone Bananas:** Big Ears [Hat]  
Private Coal [Character]

**Monkey Business:** Private Poorly [Character]  
Wood Golem [Character]

**Playing With Fire:** Ample Sally [Character]

**Take 'Em Down:** Marco The Snitch [Character]

**Fall Out:** Sgt Rock [Character]

**Pick Yer Piece:** R-One-Oh-Seven [Character]

**Badass Buspass Impasse:** Badass Cyborg [Character]

**But Where Do The Batteries Go?:** R-One-Oh-Seven [Character]

**Hit Me Baby One Morgue Time:** The Cropolite [Character]  
Insect Mutant [Character]

**Simian Shootout:** Mischief [Character]  
Robofish [Character]

**Monkey Mayhem:** Lola Varuska [Character]  
Circus [Level]  
Paintball [Cheat]

**Dam Bursters:**

**All Challenges:**

**LEAGUE MODE SECRETS**  
Get the required medal or higher to unlock each secret...

**AMATEUR LEAGUE:**  
**Adios Amigos!:** Hector Baboso [Character]  
Lean Molly [Character]

**Casualty:** Dr Peabody [Character]  
Crypt Zombie [Character]

**Elimination:** Hangar [Level]  
Sgt Shock [Character]  
Elimination [Mode]

**Chastity Chased:** Regeneration [Mode]

**Shrinking From The Cold:** Shrink [Mode]  
Private Sand [Character]  
Sgt Slate [Character]

**Scrap Metal:** Scrapyard [Level]  
Chassis Bot [Character]

**Night Shift:** Leech [Mode]  
Sentry Bot [Character]

**Spoils Of War:** Thief [Mode]  
Meezor Mox [Character]

**Demolition Derby:** Robot Factory [Level]  
Male Trooper [Character]  
Female Trooper [Character]  
Vampire [Mode]

**Monkey Immolation:** Flame Tag [Mode]  
Crispin [Character]

**Disco Inferno:** Nightclub [Level]  
Louie Bignose [Character]  
Lt Wild [Character]

**Burns Department:** Virus [Mode]  
Undead Priest [Character]

**Club Soda:** Slick Tommy [Character]  
Jimmy Needles

[Character]

**Station Stand:** Zones [Mode]  
Lt Shade [Character]

**Men In Grey:** Assault [Mode]  
Accountant [Character]  
Lawyer [Character]

**HONORARY LEAGUE:**  
**Cold Corpse Caper:** Gargoyle [Character]  
Cyberfairy [Character]

**Killer Queen:** Leo Krupps [Character]

**R109 Beta:** Ufopia [Level]  
Gladiator [Mode]  
Lt Stone [Character]

**Baking For The Taking:** Chinese Chef [Character]  
Gingerbread Man [Character]

**Brace Yourself:** Braces [Character]  
Trooper Brown [Character]

**Starship Whoopers:** Chinese [Level]  
Monkey Assist [Mode]  
Trooper Black [Character]

**Chinese Burns:** Calamari [Character]  
Chef [Hat]

**Snow Business:** Snowman [Character]  
Trooper Grey [Character]

**Rocket Man:** Venus Starr [Character]  
Capt Sand [Character]

**Someone Has Got To Pay...:** Duckman Drake [Character]  
Capt Night [Character]

**Time To Split:** Barby Gimp [Character]  
Scourge Splitter [Character]

**Can't Handle This:** Chasm [Character]  
Hatchet Sal [Character]  
Handyman [Character]

**Hack A Hacker:** Krayola [Character]  
Milkbaby [Character]

**Rice Cracker Rush:** Riot Officer [Character]  
The Master [Character]

**Superfly Lady:** Capt Pain [Character]

**ELITE LEAGUE:**  
**Babes In The Woods:** Jo-Beth Casey [Character]

**Double Bill:** Beetleman [Character]  
The Impersonator [Character]

**Nikki Jinki Bricky:** Nikki [Character]  
Jinki [Character]

**If I'm Ugly - You Smell:** Mikey Two-Guns [Character]  
Jared Slim [Character]

**Golem Guru:** Kypriss [Character]  
Fat Characters [Cheat]

**Golden Thighs:** High Priest [Character]  
Aztec Warrior [Character]



### Hangar Hats Off!

Silver	Henchman [Character]
Gold	Dark Henchman [Character]

### Can't Please Everyone...

Silver	Maiden [Character]
Gold	Changeling [Character]

### Big Top Blowout:

Silver	Mister Giggles [Character]
Gold	Stumpy [Character]

### Bags Of Fun:

Silver	Ringmistress [Character]
Gold	Big Hands [Cheat]
Gold	Slow Motion Deaths [Cheat]

### They're Not Pets!

Silver	Baby Drone [Playable Character]
Gold	Bear [Playable Character]

### Aztec The Dino Hunter

Silver	Dinosaur [Character]
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### Half Death:

Silver	DroneSplitter [Character]
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### Dead Fraction:

Silver	Jebediah Crump [Character]
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### All Challenges:

Complete all the League challenges with a Silver medal or higher to unlock Small Heads [Cheat].

### ARCADE MINI-GAMES

Unlock the three mini-games by collecting the cartridges from the following Story mode levels (while playing on the difficulty setting indicated or higher). Once unlocked, you can play a mini-game at any time by selecting the Temporal Uplink and pressing reload.

#### Anaconda: 1990 Siberia (Easy)

After entering main facility (and getting 'Time Crystal Located' message), turn the corner and shoot two guards - the cartridge is on the far left shelf.

#### Astrolander: 2019 NeoTokyo (Normal)

In the room with the police laptop, the cartridge is in the second-to-last locker on the right.

#### RetroRacer: 2315 Robot Factory (Hard)

In the chamber before you face the Machinist, the cartridge is under a ramp, close to a second ramp with some Armour underneath.

### TONY HAWK'S PRO SKATER 3

#### CHEATS

Select 'Cheats' from the options menu and enter one of the following codes to hear a 'ker-ching' sound.

#### Unlock All Cheats:

All Secret Skaters:  
Maximum Attributes:  
All Movies:

MARKEDCARDS  
FREAKSHOW  
MAXMEOUT  
POPCORN

#### SECRET SKATERS

To unlock each skater, finish Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

#### Skater Times Completed

Darth Maul	x1
Wolverine	x2
Officer Dick	x4
Private Carrera	x5
Ollie	x7
Kelly Slater	x8
Demoness	x10
Neversoft Eyeball	x21

#### SECRET LEVELS

Two old favourites from the original game are in there, plus a spooky Roswell level. Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

#### Level Times Completed

Warehouse	x3
Burnside	x6
Roswell	x9

#### BONUS ITEMS

Unlock each by completing Career mode the number of times indicated, using different skaters and getting all goals and gold medals.

### Extra Times Completed

Snowboard	x11
Constant Special	x12
Perfect Rail Balance	x13
Super Stats	x14
Giant Skaters	x15
Slowmo	x16
Perfect Manual Balance	x17
Tiny Skaters	x18
Moon Physics	x19
Expert Challenge	x20
First-Person Skaters	x22

### BONUS MOVIES

#### Watch Pro Bails Tape

Grab any three medals to watch this tape.

#### Watch Highlight Tapes

Grab three gold medals with any character to get a special video of that star in action.

#### Watch Pro Bails 2 Tape

Grab three gold medals with your custom skater.

### TOP GUN

#### ALL PLANES & LEVELS

Enter SHPONGLE as your name to unlock everything.

Note: If you try to save the game, the cheat will be disabled.

### TUROK EVOLUTION

#### CHEAT CODES

Enter these codes on the Enter Cheat screen.

Invincibility:	EMERPUS
Invisibility:	SLEWGH
Unlimited Ammo:	MADMAN
Big Heads:	HEID
All Cheats Open:	FMNFB
Zoo Level:	ZOO

Note: You can kill all the animals.

#### Demo Mode

#### & Target Game: HUNTER

Note: After watching/skipping demo mode, you can play a target game on the title screen: aim with the D-pad and press [A] to fire.

#### Level Select:

#### SELLOUT

Note: Load a save file then select any chapter (auto-save will be disabled when using this cheat).

### UNIVERSAL STUDIOS PARK ADVENTURE

#### EASY POINTS

Sit through the Waterworld show for as many times as you can (ugh). For every time you do, you'll gain 100 points.

#### ATTRACTION MODE

After getting all eight stamps, talk to Woody Woodpecker. When talking to him, select the Magic Show and then wait for the credits to finish before returning to the title screen - the Attraction mode will now be unlocked.

### WAVE RACE: BLUE STORM

#### PASSWORDS

At the options menu, press Start + [A] + [B] to unlock a Password option. Use this to enter the following cheat codes.

DLPNNMOD	Ride a dolphin (Free Run mode)
463YWNX3	Dolphin Park track (Stunt mode)
MJVBKL6	La Razza Canal track (Time Attack mode, Hard)

#### ALTERNATE COSTUMES

Highlight a character and press the [A] button for an alternate costume.

### WWE WRESTLEMANIA X8

#### HIDDEN CHARACTERS

**Chris Benoit:** Win the WWE Heavyweight Title in Path Of A Champion mode.

**Vince McMahon:** Win the WWE Intercontinental Title in Path Of A Champion mode.

**Ric Flair:** Win the WWE European Title in Path Of A Champion mode.

**Rhyno:** Win the WWE Hardcore Title in Path Of A Champion mode.

**Raven:** Win the WWE Light Heavyweight Title in Path Of A Champion mode.

**Stacy Keibler:** Win the WWE Tag Team Title in Path Of A Champion mode.

#### HIDDEN ARENAS

**Smackdown! Classic Arena:** Win the WWE Heavyweight Title as The Rock.

**WWE WrestleMania X7 Arena:** Wrestle in all the

other arenas in Exhibition mode.

**Royal Rumble 2001 Arena:** Win a 30-man Royal Rumble in single-player mode.

### XG3: EXTREME G RACING

#### CHEAT CODES

To unlock any of the following cheats, simply enter the corresponding code on the title screen (the one with all the racers sitting in a group and the words 'Press Start' on it).

#### Race Winnings x2:

[A], [B], [X], [Y], [A], [B], [X], [Y]

#### Infinite Ammo:

[A], [B], [X], [Y], [A], [B], [X], [Y]

#### Infinite Shields:

[A], [B], [X], [Y], [A], [B], [X], [Y]

#### Win Race Regardless:

[A], [B], [X], [Y], [A], [B], [X], [Y], [A], [B], [X], [Y]

#### Unlock All Teams & Tracks:

[A] x2, [B] x2, [X] x2, [Y] x2, [A], [B], [X], [Y]

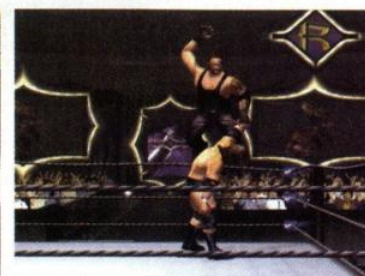
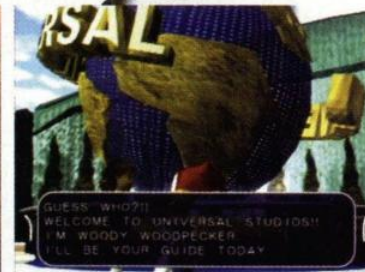
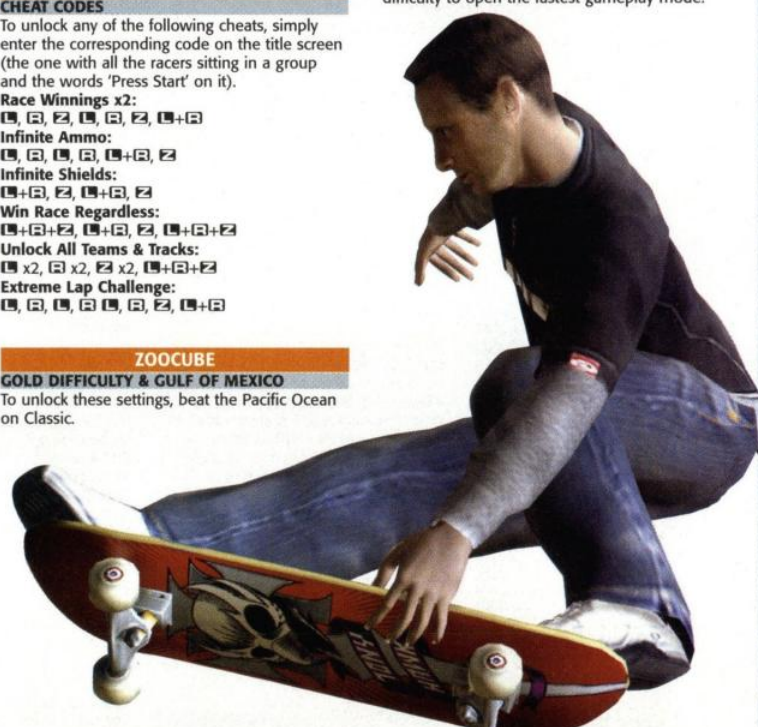
#### Extreme Lap Challenge:

[A], [B], [X], [Y], [A], [B], [X], [Y]

### ZOOCUBE

#### GOLD DIFFICULTY & GULF OF MEXICO

To unlock these settings, beat the Pacific Ocean on Classic.





**TRIGGER**



Please note that many cheat codes require quick entry to work. It will usually say this by the code in the magazine but if it doesn't and you can't get the cheat to work, try entering it quickly – within a couple of seconds for many codes. Also, please note that incorrectly entering a code sequence will inevitably stop it from working.

2	MDKMZKCC
3	BHSZSKTC
4	ZKTSHKMC

- |    |          |
|----|----------|
| 2  | GOTHAM   |
| 3  | BATMAN   |
| 4  | BRUCE    |
| 5  | WAYNE    |
| 6  | ROBIN    |
| 7  | DRAKE    |
| 8  | BULLOCK  |
| 9  | GRAYSON  |
| 10 | KYLE     |
| 11 | BATARANG |

- 

- |         |       |
|---------|-------|
| Level 2 | DK3C5 |
| Level 3 | SN*DP |
| Level 4 | 5J8DX |

Complete the game with the good ending (where you rescue Maxim and Lydie).









## Self-Destruct:

□ x2, □ x2, □, □, □, □, □, □  
Note: Upon unpauseing the game, your ship will self-destruct. Not very useful!

## GT ADVANCE: CHAMPIONSHIP RACER

### CHEAT CODES

On the 'Start' screen, hold [L] + [R], then enter any of the following direction and button combinations. A chime will confirm correct entry.

**All Tracks:** [L] + [R]  
**All Cars:** [L] + [R]  
**All Tune-Ups:** [L] + [R]  
**Extra Mode 1:** [L] + [R]

Note: An 'Extra 1' option will now be on the main menu.

**Extra Mode 2:** [L] + [R]  
Note: This unlocks the Formula 1 car and the 'Extra 2' option on the main menu.

**View Credits:** [L] + [R]

### PASSWORD CODES

Enter the following as case-sensitive passwords.

**All Cars & Modes:**  
S/PD W1/H L8Q8 >VbB  
**High Speed Mode & More:**  
2QjD +D1Q 9fy2 5B0C

## GT ADVANCE 2: RALLY RACING

### ALL TRACKS

At the title screen, hold [L] + [R] and press [L].

### ALL CARS

At the title screen, hold [L] + [R] and press [L].

### ALL TUNE-UPS

At the title screen, hold [L] + [R] and press [L].

### EXTRA MODES

At the title screen, hold [L] + [R] and press [L].

## HARRY POTTER & THE SORCERER'S STONE

### SPECIAL ENDING

Collect all 15 Folio Magi cards and get the final card from Ron. Get 600 House Points so Grifindor wins the House Cup. You'll now see the special ending sequence.

### 10 LIVES

While playing a game, press [SELECT], [L], [R], [L], [R], [L], [R], [L], [R].

## HOT WHEELS: BURNIN' RUBBER

### EXTRA CARS

Every time you are victorious on a set of courses, a new car is unlocked.

## ICE AGE

### LEVEL SELECT

Enter NTTTTT as a password.

### ART GALLERY

Enter MFKRPH as a password.

### LEVEL PASSWORDS

2	PBBQBB
3	QBCQBB
4	SBFQBB
5	DBKQBB
6	NBTQBB
7	PCTQBB
8	RFTQBB
9	CKTQBB
10	MTTQBB

## INSPECTOR GADGET

### LEVEL PASSWORDS

*7*MM14	Statue Of Liberty - In The Statue
*3HML14	Statue Of Liberty - The Flame Of Liberty
R3*3M64	The Tower - The Tower Keeps Watch
R7H3L64	The Tower - The Lift
*CH3L24	The Tower - Higher Than Anything
*H*3M24	The Great Wall - At The Foot Of The Great Wall
R5*3MR4	The Great Wall - On The Great Wall
*3RM33P	Big Ben - The Palace
RHRM37P	Big Ben - The Top
RC7M27P	Egypt - The Valley Of The Kings
*9R33XP	Egypt - The Great Pyramid

## IRIDIUM 3D

### UNLOCK ALL LEVELS

Go to the Password screen and enter the following code \*53L3CT0N\*, then press OK. Go right back to the Password screen from the main menu and enter the code \*SHOWT1M3\*, then press OK. All levels are now unlocked.

### VIEW ALL BOSSES

To view an end-of-level boss, go to the Game Options screen and highlight Start Level. Select your level, then highlight the option for Start At Boss. Select Yes, then OK and you will be at the boss fight!

## JACKIE CHAN ADVENTURES

### EVERY STAGE & SCROLL

At the black screen that says 'Press Start', hold [L] and tap [L], [R], [L], [R], [L], [R]. Now choose your level and scrolls.

## JURASSIC PARK III DNA FACTOR

### UNLOCK EXPERT MODE

Beat the game once to unlock a tougher challenge - Expert mode. To get it, load your winning file and start again.

## JAMES POND 2: OPERATION ROBOCOD

### COLLECTING CHEATS

In the very first area, collect the following objects in this order (to spell out C-H-E-A-T): Cake, Hammer, Earth, Apple, Tap. This will give you a burst of Invincibility for most of a level. You can repeat this trick further up by collecting the objects that spell out L-I-V-E-S. Guess what they do? Oh, and also look out for P-O-W-E-R.

## JURASSIC PARK III PARK BUILDER

### CHEAT CODES

Enter any of the following as a Park Name...

Park Name	Effect
Bonus-Park	Start with Max Money
Luckybus-20	Start with 20 Buses
Items-park	Start with All Shop Items
Zero-Park	Start with No Dinosaur DNA
men's-park	Men will Love Your Park
love-park	Everyone will Love Your Park
Isla Sorna	No Trees

## KAO THE KANGAROO

### LEVEL PASSWORDS

**Island Shores:**  
COIN, HEART, PALM TREE, GLOVE, FACE  
**Lightning Speed:**  
PALM TREE, HEART, COIN, GLOVE, FACE  
**Frozen Lake:**  
BIRD, KEY, FROG, GLOVE, FACE  
**Holy Temple:**  
BOMB, FACE, GLOVE, GLOVE, FACE  
**Megastaurus Ferocious:**  
FISH, OWL, BUTTERFLY, GLOVE, FACE  
**Mythical Caves:**  
MUSHROOM, PINE TREE, FISH, GLOVE, FACE

### Little Valley:

BUTTERFLY, BIRD, KEY, GLOVE, FACE

### Crocodile Island:

HEART, PALM TREE, LAMP, GLOVE, FACE

### Deadly Waterfall:

GLOVE, MUSHROOM, PINE TREE, GLOVE, FACE

### Evil Descent:

OWL, BUTTERFLY, BIRD, GLOVE, FACE

### Never-Ending Slide:

FLAG, COIN, HEART, GLOVE, FACE

### Hunter:

PALM TREE, LAMP, FROG, GLOVE, FACE

### Hypnodjin:

BOMB, FLAG, COIN, GLOVE, FACE

### Ice Caves:

KEY, KEY, FACE, GLOVE, FACE

### Ancient Ruins:

FLAG, BOMB, FACE, GLOVE, FACE

### Bear Peak:

FROG, FROG, FACE, GLOVE, FACE

### Big Blizzard:

LAMP, PALM TREE, HEART, GLOVE, FACE

### Lost Village:

PINE TREE, FISH, OWL, GLOVE, FACE

### Peril Desert:

HEART, COIN, FLAG, GLOVE, FACE

### Trade Village:

COIN, FLAG, BOMB, GLOVE, FACE

## KONAMI COLLECTOR'S SERIES: ARCADE

### CHEAT CODE

At any game's title screen, press [L] x2, [R] x2, [L], [R], [L], [R], [L], [R]. This will activate the relevant cheat for that game...

**Yie-Ar Kung Fu:** Extra characters (later in game or in two-player)

**Gyruss:** Improved graphics

**Frogger:** Improved graphics

**Scramble:** Improved graphics

**Rush N' Attack:** Extra lives

**Time Pilot:** Extra prehistoric level (later in game)

## KONAMI KRAZY RACERS

### PLAY AS BEAR TANK

Start a Krazy GP mode race on the Cyber Field 2 track (Champion Cup, last race). Collect the blue diamond between the two holes near the finish line. Finish the race and save the game. Bear will now be unlocked on the character select screen.

### PLAY AS EBISUMARU

Unlock Bear, then play the Ganbare Dochu 1 and 2 tracks with Bear and beat the record time to unlock Ebisumaru.

### PLAY AS KING

Start a Krazy GP mode race on the Sky Bridge 2 track (Champion Cup, first race). Collect the Blue Bell power-up, then find the jump just before the large gap. You'll see a blue diamond on a platform just to the right of it. Jump towards the platform, using the power-up. Collect the diamond, finish the race and save the game.

### PLAY AS VIC VIPER

Start a Krazy GP mode race on the Moon Road track (Krazy Cup, third race). Collect the Blue Bell power-up, then find the first long jump on the track. Jump and use the power-up to land on a long platform with the blue diamond. Collect it, finish the race and save the game.

## KURU KURU KURURIN

### EASIER STICK SIZE

Press [SELECT] in the starting area to shorten your stick and make the game a good deal easier.

## LADY SIA

### BONUS LEVELS

If you get a Perfect rating on every level in a kingdom, you'll unlock a special bonus level for that kingdom.

### EXTRA ENDING SCENE

Get Perfect ratings in all levels (including the bonus ones) then beat onigmen and you'll get an extra ending scene before the credits.

## LAND BEFORE TIME, THE

### PASSWORDS

**World 2:** Spike, Cera, Littlefoot, Golden Tree Star  
**World 3:** Golden Tree Star, Spike, Ducky, Littlefoot  
**World 4:** Golden Tree Star, Golden Tree Star, Cera, Spike  
**World 5:** Ducky, Cera, Golden Treestar, Cera

## LEGO BIONICLE: TALES OF THE TOHUNGA

### MINI-GAME CODES

Enter the following codes as names to unlock the various Mini-games.

Gali Mini-Game:	9MA268
Kopaka Mini-Game:	V33673
Lewa Mini-Game:	3LT154
Onua Mini-Game:	8MR472
Pohatu Mini-Game:	5MG834
Tahu Mini-Game:	4CR487

## LILO & STITCH

### PASSWORDS

**Beach:** Stitch, Stitch, Stitch, Stitch  
**Stitch, Stitch, Stitch**  
**Mothership:** UFO, Scrump, Stitch, Rocket, UFO, Stitch, UFO

**Space Cruiser:** Lilo, Rocket, Stitch,

Rocket, Rocket, Scrump, Stitch

**Junkyard Planet:** UFO, Rocket, Stitch,

Rocket, Rocket, Scrump, Stitch

**Escape!** Stitch, Scrump, UFO, Gun,

Rocket, Scrump, UFO

**Rescue:** Flower, Scrump, UFO, Gun,

Gun, Gun, UFO

**Final Challenge (with power-ups):** Lilo, Pineapple, Flower, Pineapple, Gun, Gun, Stitch

**Final Challenge (without power-ups):** Stitch, Rocket, Flower, Gun, Gun, Pineapple, Stitch

**End:** Pineapple, Pineapple, Pineapple, Pineapple, Stitch, Stitch, Stitch

## MANIC MINER

### NORMAL PASSWORDS

MUSIC  
SUPER  
SMILER  
COURT  
STYX  
SUPRA

### ENHANCED PASSWORDS

MOLE  
ARTHUR SCARGILL  
NEIL KINNOCK  
JETSET  
MINER 49ER  
NOISE  
STRIKE  
MEGA  
TAXMAN

## MARIO KART SUPER CIRCUIT

### STARTING BOOST

Press the accelerator button as soon as the green light comes on and your character will be get a boost start.

### SPECIAL CUP CIRCUIT

Win a gold cup in all races to unlock the Special Cup circuit.

### SUPER MARIO KART TRACKS

Get 100 coins or more by the end of the cup to unlock extra tracks. Press [L] or [R] to view and play them. Once you get an 'A' rank on every cup in every class, you'll unlock all of the original tracks from SNES Super Mario Kart.

### NEW TITLE SCREEN

Complete all circuits in all classes to change the background colour of the title screen.

## MECH PLATOON

### ENDING BONUSES

After you have 90 to 100% database completion, finish the game with any army to unlock a bonus tank/mech for each victory (including all bugs/monsters, the Truck, the Veper and a Labour unit refitted for combat).

## MEGAMAN BATTLE NETWORK 2

### WWW AREAS

Complete the game, then go to Ula Internet Area 4 and enter the glowing red warp to access the first WWW area. Note: You can't exit once you enter, so saving the game is recommended.

### GETTING ALL FIVE STARS

**Yellow:** Complete the game once.  
**Green:** Defeat all four hidden bosses in the WWW areas.  
**Blue:** Complete the Program Advance List. Darkness is not required.  
**Red:** Get a data library of 250 chips.  
**Purple:** Get all the secret chips.

### HARD MODE

Complete the game with all five stars. Highlight New Game on the main menu, then press [L] x2, [R] x2, [L], [R], [L], [R] x2. Select the (now orange) New Game option and Netbattle will no longer be available. Save the game then restart. A Hard Mode option will now be available when you select New Game or Continue.











**JV33R** – All levels unlocked, all power-ups except two and start at final boss battle.

### SPIDER-MAN: THE MOVIE

#### CHEAT CODE

Complete the game, taking the pictures on each stage and collecting all the small red spiders. This will unlock the following cheats in the Secrets menu: armour upgrade, strength enhancement and level cheat.

#### ENDING BONUS

Complete the game to unlock the Level Select option at the main menu. Press **START** while playing a game to choose a new level.

#### MOVIE CLIPS

Take pictures on every stage to unlock all the movie clips.

### SPONGEBOB SQUAREPANTS: SUPERSPONGE

#### LEVEL SELECT

Enter WMBT as a password and you'll be able to select any level.

### SPYRO: SEASON OF ICE

#### CHEAT CODES

On the title screen (with 'Press Start'), enter any of the following codes. A chime will confirm correct entry.

#### All Levels Unlocked:

**x2, x2, x2, x2, x2, x2, x2, x2**

#### Level Portals Opened:

**x2, x2, x2, x2, x2, x2, x2, x2**

Note: All level portals can now be opened without collecting the fairies.

#### Spyro's Warp Ability:

**x2, x2, x2, x2, x2, x2, x2, x2**

#### Warp Unlock All Levels:

**x2, x2, x2, x2, x2, x2, x2, x2**

#### 99 Lives:

**x2, x2, x2, x2, x2, x2, x2, x2**

#### Unlimited Health In Sparx Worlds:

**x2, x2, x2, x2, x2, x2, x2, x2**

#### Unlimited Weapons In Sparx Worlds:

**x2, x2, x2, x2, x2, x2, x2, x2**

#### EXTRA SPARX WEAPONS

When 'Press Start' appears on the title screen, press **x2, x2, x2, x2, x2, x2, x2, x2**. Then, use one of the following button combinations during a game in Sparx Worlds...

#### Invincibility Shield:

Press **x2** + **SELECT**

#### Smart Bomb:

Press **x2** + **SELECT**

#### Rapid Fire:

Press **x2** + **SELECT**

#### Homing Bombs:

Press **x2** + **SELECT**

All Keys: Press **x2** + **SELECT**

### SPY HUNTER

#### ARCADE MODE

Enter **EDACRA** as a name to unlock Arcade mode.

#### DELETE SAVED GAMES

At the copyright screen, press **x2, x2, x2, x2**.

#### DELETE HIGH SCORES

At the copyright screen, press **x2, x2, x2, x2**.

#### SUPER AGENT MODE

Complete the game with all Primary Objectives and Secondary Objectives to unlock Super Agent mode.

### STAR WARS: JEDI POWER BATTLES

#### LEVEL PASSWORDS

2	WB1BCPF
3	VCJMBFF
4	VC1MBPF
5	VCJNBFF
6	VC1DBFF
7	VCJYCFH
8	VCYCFH
9	VCJZCPH
10	VCVZCPH

#### PLAY AS DARTH MAUL

Enter VMT3BYJ as a password.

### STAR X

#### LEVEL PASSWORDS

Aquess Part 1:	ZEKECOC3
Aquess Part 2:	3AGEA40Z
Aquess Orbit:	3AMMA01V
Egaon Part 1:	ZCEOAOPV
Egaon Part 2:	CKG3AKK4
Egaon Orbit:	CKOAKL0
Wolf x 2 Part 1:	WKEVAK1U
Wolf x 2 Part 2:	HKMVAL1C
Wolf x 2 Orbit:	DIG5ALOK
Hades Part 1:	1KMSAYMB
Hades Part 2:	OIG5AY21
Hades Orbit:	PIMXAY3H
Tritopia Part 1:	SCB3QPKM

### STAR WARS EPISODE II: ATTACK OF THE CLONES

#### PASSWORDS

Level	Padawan	Knight	Master
2	BHDBGJ	BHDGGN	BHDLGS
3	BHFBHJ	BHFGHN	BHFLHS
4	BHGBDJ	BHGGDN	BHGLDS
5	BHHBFJ	BHHGFN	BHHLFS
6	BHKB CJ	BHKG CN	BHKLCS
7	BHLBSJ	BHLGSN	BHLLFS
8	BHMBTJ	BHMG TN	BHMLTS
9	BHNBQJ	BHNGQN	BHNLQS
10	BHPBRJ	BHPGRN	BHPLRS
11	BHQBNJ	BHQGN N	BHQLNS
End	BHRBPJ	BHRGPN	BHRLPS

### STREET FIGHTER ALPHA 3

#### SECRET CHARACTERS

Note: You must use the standard difficulty setting to unlock these characters (except Final Vega).

**Evil Ryu:** Beat Arcade mode with 3 different characters.

**Guile:** Beat Arcade mode with 5 different characters.

**Maki:** Beat Arcade mode with 7 different characters.

**Yun:** Beat Arcade mode with 9 different characters.

**Eagle:** Beat Arcade mode with 11 different characters.

**Shin Gouki:** Beat Arcade mode with Evil Ryu, Guile, Maki, Yun and Eagle.

Highlight Gouki on the character select screen, hold **START** and press any button.

**Final Vega:** Beat Arcade mode on maximum difficulty with Shin Gouki.

Highlight Vega on the character select screen, hold **START** and press any button.

#### SECRET MODES

Note: You must use the standard difficulty setting to unlock these game modes.

**Dramatic Mode:** Beat Arcade mode with any character.

**Survival Mode:** Beat Dramatic mode.

**Final Battle:** Beat Boss Survival.

**Saikyou Mode:** Beat 10 Survival.

**Mazi Mode:** Beat 30 Survival.

**Classic Mode:** Beat 50 Survival.

#### ISM-PLUS OPTIONS

Beat Final Battle on the standard difficulty setting the required number of times (with different characters) to unlock these options.

Zero Combo	x1
Zero Cancel	x2
Super Zero Cancel	x3
Super Guard	x4
Auto Guard:	x5
Air Guard	x6
Zero Counter Plus	x7
Hard Body	x8
Guard Destroy	x9
Infinite Guard	x10
Gauge Plus	x11
Limit Off	x12

### STUART LITTLE 2

#### PASSWORDS

Stage 1	1377
Stage 2	1487
Stage 3	2278
Stage 4	6366
Stage 5	6787
Stage 6	5778
Stage 7	5688

### SUPER DODGE BALL ADVANCE

#### DREAM TEAM B

Complete Championship mode to unlock Special Championship mode and Dream Team B (Rockets).

#### DREAM TEAM C

Complete Special Championship mode to unlock Dream Team C (Iron Men).

#### SUPER THROW

Get the ball and back up slightly from the line. Then press Forward twice to run. On the third footstep or crunch, press Throw. You'll perform a Super Throw. There are 50 Super Throws in all. You can also do a Pass Super Throw and a Running Jump Super Throw.

### SUPER MARIO ADVANCE

#### YOSHI MODE

Complete the whole *Super Mario Brothers 2* adventure to unlock Yoshi mode. In the latter you must find two Yoshi eggs hidden behind the potion doors. There are two eggs for each stage.

#### INSTANT RESET

To restart the game without using the power switch, hit the following buttons at the same time: **SELECT** + **START** + **A** + **B**.

### WARP TO WORLD 4

In Level 1-3, go to the area just before the brick background. Pick up the plants until you get a bottle. Then go past the brick background until you find a pot and throw the bottle on it. Go through the door and down the pot into World 4.

### WARP TO WORLD 5

First get to Level 3-1. When you enter the first door, fall all the way down. You have to be in the middle as you fall. When you stop, you'll find a platform with a door. Enter the door, then look for the potion in the grass. Pick it up, then throw it on the ground. Enter the door in cyberspace, then enter the vase to World 5.

### WARP TO WORLD 6

In Level 4-2, in the area with the whales, find a bottle and throw it on the next pot. Enter the doorway and go down the pot into World 6.

### WARP TO WORLD 7

Work your way to Level 5-3. (It would be a good idea to choose Luigi for this level because of his superb jumping skills.) Go up the ladder at the beginning of the level, then jump up onto the ledge above the ladder. As soon as you get on top of the ledge, grab the first grass on the right. It is a potion. Use the potion and go through the door. Now, while in sub-space, go down through the jar to World 7.

### LOTS OF LIVES IN L1-1

Want as many extra lives as you can be bothered to collect? At the right-hand end of Level 1-1, enter the upper door into the cave with the line of spiky jobbies (easiest to do this with Luigi, as you can just jump up to it without having to go the long way round). To the left of the spiky things are three plants. Pull up the rightmost plant to reveal a giant turnip, then throw it at the bad guys. If you kill them all with one shot, you get an extra life. Leave the cave, re-enter it, and do it all over again as many times as you want until you have enough lives to keep you going.

### MAKE BIRDO BALD

When you fight a green or red Birdo, jump on her head and pick up her bow and throw it away to make her bald. Note this doesn't work on all Birdos in the game.

### SLEEP MODE

Press the **SELECT** + **x2** buttons at the same time and the game will drop into a deep sleep (so you can answer the phone etc). To wake it up again, press **SELECT** + **x2**.

### 99 LIVES

In Level 5-3, come up to the surface and throw the shell on the ground there; it will keep bouncing back and forth off the walls. Jump and land on the shell and wait for the birds to drop the bombs. The shell will kill the bombs, and after you get a certain amount you start getting 1-UPS. You can do this for as long as you want until you have 99.

### SUPER MARIO ADVANCE 2

#### UNLOCK PRINCESS COINS

Once you collect all the Dragon Coins in the entire game, they will turn into Princess Coins.

### SUPER STREET FIGHTER TURBO REVIVAL

#### PLAY AS AKUMA/GOUKI

Accumulate 5,000 points to unlock Akuma/Gouki.

#### PLAY AS SHIN AKUMA/GOUKI

Accumulate 9,999 points to unlock Shin Akuma/Gouki.

### EASY SPECIAL MOVES

During a single-player battle, press **x2** **x2** **x2**, **x2** **x2**, **x2** **x2**, **x2** **x2** to hear a sound. You can now perform special moves with easy movements. For instance, when playing as Ryu, press Forward + Punch to send out a fireball. Press **SELECT** to toggle Easy Special Mode on/off.

### TEKKEN ADVANCE

#### UNLOCK ALL CHARACTERS

At the main menu, hold **A** + **B** and press **x2**, **x2**, **x2**, **x2**, **x2**, **x2**.

#### TEAM BATTLE MODES

Complete Arcade mode with Heihachi to unlock Team Battle and Versus Team Battle options.

### TETRIS WORLDS

#### CLASSIC MODE

Select 'Marathon' on the main menu to go to its sub-menu, then hold **x2** and press **SELECT** to make a new 'Popular' option appear at the bottom. Select this to play the classic version of Tetris.

#### CONTROL STARTING SCREEN

On the main menu, you can hold down **x2** or **x2** to make the spiral galaxy spin fast in either direction.

### THUNDERBIRDS INTERNATIONAL RESCUE

#### CHEATS

##### Ultimate Speed:

Jeff Island Virgil Jeff

##### Endless Time:

Parker Alan TB4 TB2

##### Invincibility:

TB2 Mole Jeff Gordon

##### LEVEL PASSWORDS

Saudi Arabia:			
Tin-Tin	Island	Hood	Jeff
Scott	TB5	Hood	Jeff
Parker	Virgil	Mole	Mole
Tin-Tin	Penny	Island	Alan
Kyran	FAB2	Island	TB4

##### Amsterdam:

Alan	Fab1	Brains	John
TB3	TB5	John	Kyran
Tin-Tin	Brains	FAB1	Brains
Parker	Hood	Kyran	TB5
John	TB2	Scott	FAB2

##### London 1:

TB4	TB5	Brains	Parker
Hood	FAB1	Mole	TB4
Gordon	TB1	Virgil	Hood
Gordon	Penny	Alan	Brains

##### London 2:

Mole	Jeff	TB5	Scott
Virgil	Island	John	Fab1
Alan	Parker	FAB1	FAB2
TB3	Parker	FAB2	Penny

##### South Africa:

Jeff	Fab1	Kyran	Tin-Tin
Jeff	Penny	TB1	Penny
Kyran	Gordon	John	John
Virgil	TB3	TB2	Mole
TB4	Gordon	Brains	Brains

##### London 3:

Island	TB5	Penny	Tin-Tin
TB3	TB3	Parker	Alan
Gordon	Gordon	FAB2	FAB1

##### Russia:

Mole	Brains	Tin-Tin	TB1
Island	John	Brains	Alan
Alan	Alan	Island	Penny
Penny	Kyran	Alan	TB1
TB2	TB4	Island	TB4
FAB2	TB2	Hood	Virgil

##### Silicon Valley:

Tin-Tin	Hood	TB5	John
Scott	TB4	Scott	TB4
Gordon	Scott	TB3	TB1
Hood	TB5	Kyran	Hood
TB5	Mole	TB3	Jeff
Scott	TB5	Scott	Mole

##### London Final:

TB2	Scott	Jeff	Virgil
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## WELCOME TO ADVANCE...

**THE REVELATION OF** the Game Boy Advance SP is sure to convince anyone who's ummed and ahed over buying a GBA in the past to finally part with the readies. Not only is it sleekly designed to appeal to the gadget-loving and image conscious among u, but, more importantly, the screen is front-lit. Lord have mercy — you'll actually be able to see what you're playing without having to sit under a naked bulb, keeping the screen at the exact perfect angle to illuminate the action without obscuring it with glare. It's like science fiction or something! The price of carts is still astronomically high however, and given the desperate quality of so many releases, it's unforgivable that we're expected to pay almost as much as for them as a full price GC game, so Advance picks out the crème de la crème...



# ADVANCE

➔ **Only the best GBA games reviewed — if we don't got 'em, you don't want 'em!**

**CUBE**  
➔ **INFORMATION**

PUBLISHER: SEGA  
DEVELOPER: SEGA  
GENRE: SPORTS  
PLAYERS: 1-2  
RELEASE: OUT NOW

➔ **STATS**

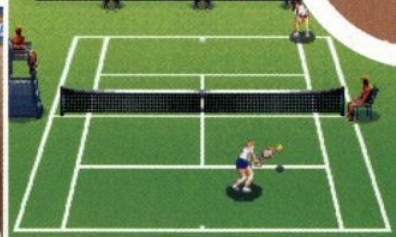
- 12 PLAYABLE CHARACTERS
- THE WILLIAMS SISTERS
- 2-PLAYER LINK UP
- WORLD TOUR MODE



➔ Buy new gear, train or enter a tournament from here



➔ GBA Virtua Tennis is recognisable instantly, which is impressive in itself



# VIRTUA TENNIS

## The ball was in, man!

**WAS THERE EVER** a sport more ideally suited to video game conversion than tennis? It's amazing how many companies have managed to cock it up over the years, but *Virtua Tennis* showed all how it should be done. With the possible exception of *Smash Tennis*, SEGA's simulation effortlessly brushed aside the opposition, and now it's made it onto the GBA with remarkably little to distinguish it from its bigger brothers. The graphics are smooth and crisp and the control is deft, although it takes a fair bit of

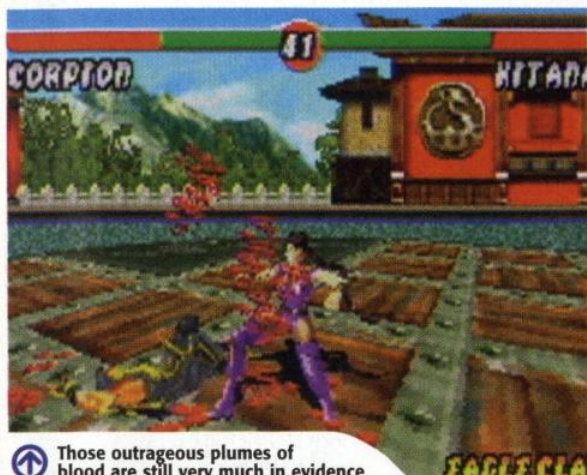
practice. Be prepared for a few pastings off the CPU before you really start to find your feet.

Out of the box, you can play exhibition games or single tournaments, but the meat of the single player game is to be found in World Tour mode. First you get to create a character, select their look, outfit, choose a name, then you can hit the road to glory (hopefully), or end up hurling your GBA at the wall in frustration (more likely), depending on your patience threshold. There are various options. A shop enables you to buy better rackets and new courts for use in exhibition mode. This, requires

mucho moolah, and the only way to get cashed up is to win a few tournaments. These can be tough at first though, so it's wise to investigate a few of the slightly wacky training exercises first. Here, you can boost up your stats by performing tasks such as returning balls fired at you by a tank or serving (in the tennis sense of the word) hamburgers in a fast food restaurant. The tennis itself is great fun, if occasionally flawed. It's always tougher to play, for example, from the top of the court, but the depth of World Tour mode is what will keep you coming back for more. Top!

**CUBE**  
RATING  
**8.7**





Those outrageous plumes of blood are still very much in evidence



How have they crammed all the MK bruisers into that little cart?

# MORTAL KOMBAT DEADLY ALLIANCE



Midway have done a remarkable job of transferring the visual experience to the GBA



**"BACKGROUNDS ARE SCALED, IMPRESSIVELY ROTATED AND EVEN MANAGE TO SHOW REFLECTION"**

*C'mere! How dare you to resist an order like this?*

**YOU'LL BE SHOCKED** to hear this, but the latest GBA *Mortal Kombat* title is actually rather good, going against every known law in the entire Universe. Since the original arcade hit, *Mortal Kombat* has been a rather scrappy take on the beat-'em-up genre and has always played second fiddle to more established fighters. However, this is all set to change with the latest GBA edition. Like its console counterparts, every fighter has his/her set of moves — close or long range attacks — and they all have two different stances to play in, which give you the option to learn loads of moves.

The visuals are pretty impressive even if the characters are not 3D. The fighting backgrounds are scaled, impressively rotated and even manage

to show reflection. The illusion is pulled off perfectly. The sound fits the proceedings, but the characters' grunts and groans can become slightly annoying.

The fighting is fluid, smooth and finely balanced, and there are also mini-games to get involved with. After every fight your eyesight will be tested by following fast moving shells, or chopping a piece of wood in half in a show of strength. Although these are only button-bashing exercises, they definitely add spice and variety to the game.

The real gameplay is a dream though. There are loads of moves, plenty of secrets and, most importantly, finishing moves to perform. Let the Kombat Kommence!

## CUBE

### INFORMATION

PUBLISHER: MIDWAY  
DEVELOPER: IN-HOUSE  
GENRE: BEAT-'EM-UP  
PLAYERS: 1-2  
RELEASE: OUT NOW

### STATS

■ 12 CHARACTERS  
■ 2 PLAYER LINK-UP  
■ KOFFIN SECRET SYSTEM  
■ 120 SECRETS

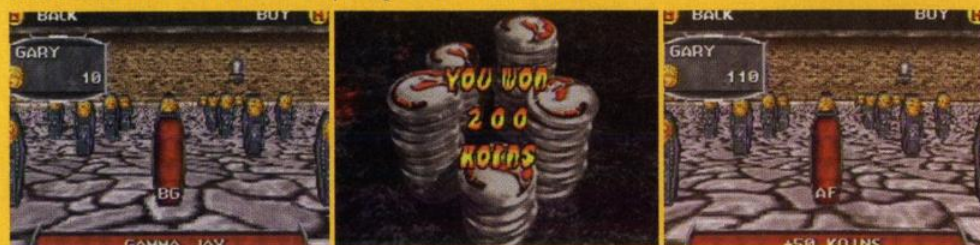
CUBE RATING  
**8.0**

## EARN YOUR KOINS

### MONEY, MONEY, MONEY, IT MUST BE FUNNY

Like the console version, you can open up secrets in *Deadly Alliance* by earning coins. These are obtained by taking part in the survival and arcade single-player games. Once you've earned a few hundred, you'll enter a room filled with 120 coffins. Opening them will

reveal various prizes such as extra costumes for your characters, a stage select mode, or more coins to add to your collection. Unlike the console versions, there's only one currency of coins, which makes life lot easier.





# I ♥ NINTENDO

**THE 16-BIT** generation was home to some stunning games, not least Konami's *Contra III: The Alien Wars*. As a follow-up to two previous NES games, it was a side-scrolling shooter that had you blowing away everything you could see with five different weapons of mass-destruction (you could hold one in each hand and fire them at the same time), all in the name of saving the Earth.

Famously lacking in anything that required use of the old grey matter, you simply ran around shooting everything you came across.

## CONTRA III: THE ALIEN WARS

Although at the time there were a million games like this, the thing that made *Contra* stand out, were its superior production values. Every little detail had been polished and waxed to a bright shine; the visuals gave a good impression of the style the developers were trying to achieve, with lots of animation going on in the background. The bosses were absolutely massive — sometimes being as large as over half the screen, and every now and then (specifically on level two and five), you would come across a mode seven overhead-level that provided, quite literally, a new perspective on things. There were also stages where you took the strain off of your feet for a while, riding motorbikes or jumping across moving missiles.

The controls were simple — fire, jump and aim diagonally, so anybody could pick up a joy pad and play, and then there was that special touch — the Co-operative mode. Two friends could hook up together and spend an afternoon blasting away to their hearts' content. More often than not, previously strong relationships buckled under the strain of lost continues. The fact that this was still an incredibly tough game didn't help matters much. In an age where you don't see many games of this genre around, it's nice to know that the jumping and blasting action of *Contra* still stands proud.





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